

ISSUE NO.

229  
MARCH

# GTM

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## The LORD OF THE RINGS™

JOURNEYS IN MIDDLE-EARTH™

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### IN THIS ISSUE:

- WILL YOU SURVIVE THE UNDERMOUNTAIN DOMAIN OF HALASTER BLACKCLOAK? TEST YOUR METTLE AGAINST *THE WATERDEEP: DUNGEON OF THE MAD MAGE* BOARD GAME FROM WIZKIDS!
- PAIZO'S *PATHFINDER ADVENTURE CARD GAME* IS A BOLD REIMAGINING OF THE MODERN CLASSIC AS PLAYERS ADVENTURE THROUGH GOLARION. GLORY AWAITS!

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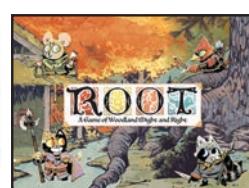
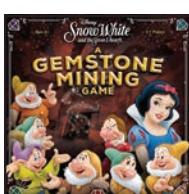
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**RYAN LAUKAT**

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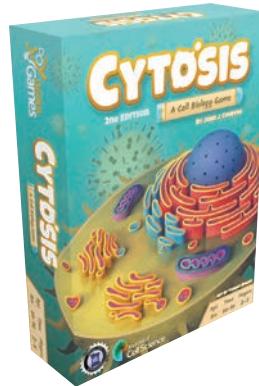
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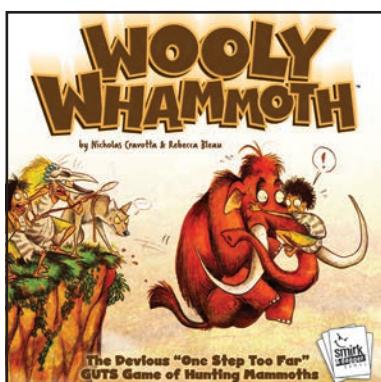
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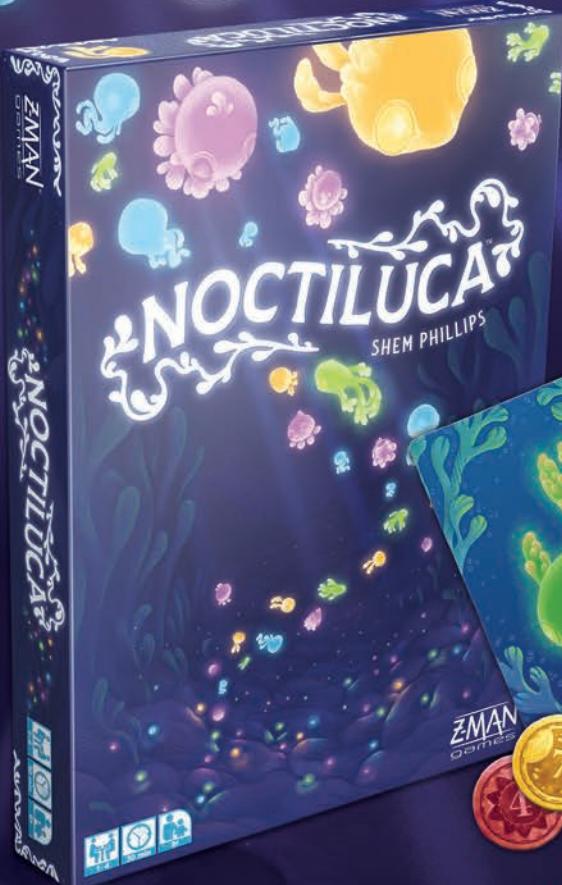
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## Greetings Dear Readers!

Welcome to the March 2019 issue of Game Trade Magazine!

We're in like a lion this month with some incredible fantasy action — for starters, we have the latest from Fantasy Flight Games, *The Lord of the Rings: Journeys in Middle-earth!* You and your friends can now adventure through J.R.R. Tolkein's legendary realm as you confront shadowy menaces to the Free Peoples!

Continuing our fantasy-themed issue is the next installment in WizKids' Adventure System Game series: *Waterdeep: Dungeon of the Mad Mage!* Venture into the mysterious and deadly Undermountain domain of Halaster Blackcloak in this exciting dungeon-crawling adventure!

Next up in our awesome fantasy coverage is, not one, but **two** all-new products for Paizo's *Pathfinder Adventure Card Game*! This May, the *Pathfinder Adventure Card Game: Core Set* and the *Curse of the Crimson Throne* sets both offer players a bold re-imagining of the game they've loved since 2013.

Last, and certainly not least, head north to the Wall and check in with the Night's Watch as CMON offers a preview of three new unit expansions who have taken the Black and sworn to defend Westeros from the terrors of the night.

That's some pretty exciting stuff! And speaking of exciting, later this month we'll be making our annual pilgrimage to the GAMA Trade Show for four days of games, seminars, meetings, and — of course — **MORE GAMES!**

During the show (11 March – 15 March), be sure to check both *Game Trade Magazine* and *Game Trade Media* on Facebook for some exciting exclusive coverage: we'll be travelling through the exhibit hall, sitting down with your favorite publishers, and sneaking peeks where- and whenever we can!

Of course, it's also worth mentioning I've always considered GAMA to be the beginning to convention season and before we know it, *Origins Game Fair* and *Gen Con* will be upon us. Have you made your plans yet? We'll be at both shows so stop by and say "Hi!" if you're there, we'd love to see ya!

Game on,  
-JG



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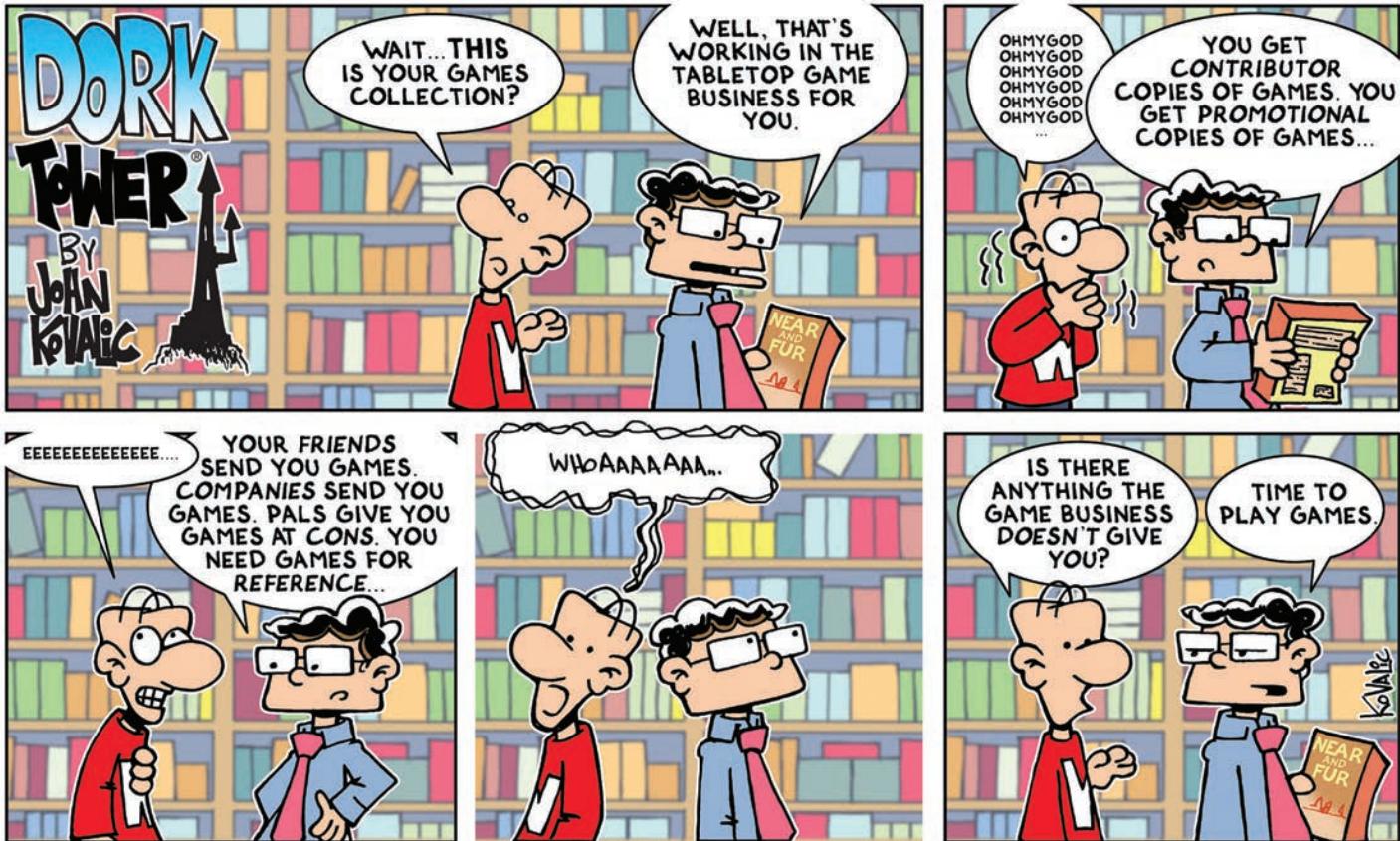
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# PATHFINDER® ADVENTURE CARD GAME™

## BUILD YOUR PERFECT-DECK. DEFEAT THE VILLAINS.

IF A DRAGON COMES, THEN DRAGONSLAYERS YOU SHALL BE.



The Pathfinder Adventure Card Game returns with the redesigned Core Set! This cooperative strategy game pits 1 to 4 players against monsters, villains, and dangers as they journey through *The Dragon's Demand* adventure. The Core Set also serves as the foundation for future Adventure Paths, including the brand-new *Curse of the Crimson Throne*, and is compatible with all previous sets.

## AVAILABLE MAY



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[paizo.com/pathfinder](http://paizo.com/pathfinder)

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with hundreds and hundreds of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three-month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (*FLGS*) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

### COVER STORY

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

### SPOTLIGHT

**SPOTLIGHTS:** These are products that have released and are available at your *FLGS* or *FLCS*. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your *FLGS* or *FLCS*, so be sure to make a note so you won't miss out!

### FEATURE

### PREVIEW

### DESIGNER DIARY

**DESIGNER DIARIES:** These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (*FLGS*) or Comic Store's (*FLCS*) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your *FLGS*!) and the price.

**HOW DO I ORDER FROM GAME TRADE MAGAZINE?**

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of GTM, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

### GAMES

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**SPOTLIGHT ON**

GAME TRADE MAGAZINE #228  
GTM contains articles on gameplay, previews and reviews, game related news, and other information and game modules, along with solicitation information on upcoming game and hobby supply releases.  
GTM 228 \$3.99

ART FROM PREVIOUS ISSUE

DASHAT  
ATM 31622 \$2.99

OPTYLAI  
ATM 31717 \$2.99

EXTANIUM  
ATM 31724 \$2.99

PASHALIA  
ATM 31634 \$2.99

CONFLICT HEROES  
3RD EDITION  
Artwork by Bearf - Russia 1941-42 takes you to the eastern front during Operation Barbarossa. The German invasion of the Soviet Union was the first time period to be the birth of modern warfare tactics that continue to be used and refined today. You will be able to lead the assault on the enemy keep scheduled to ship in January 2019.  
AYG 5016 \$9.00

VIRTUE SERIES:  
FORTRESS & CLASH  
In this two player card game, lasting about 50 minutes, you will lead your clan as they lay siege to your own keep. Position your War Machines on the Ramparts, marshal your troops for battle, and choose which units from your clan you want to lead the assault on the enemy keep scheduled to ship in November 2018.  
AYC 1802 \$25.00

DRAGON SHIELD: PLAYMAT  
Scheduled to ship in January 2019.

PLAIN BLACK  
ATM 20501 \$14.99

PLAIN WHITE  
ATM 20500 \$14.99

DRAGON SHIELD:  
ART DECK SHELL  
Scheduled to ship in October 2018.

ARADO  
ATM 31725 \$2.99

BETHIA  
ATM 31632 \$2.99

### GAMES

SMALL STAR EMPIRES  
\$25.00

SMALL STAR EMPIRES:  
DAWN OF DISCOVERIES  
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JUNGLE SPEED: KIDS  
\$14.99

SMALL STAR EMPIRES: THE GALACTIC DIVIDE  
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TREASURE ISLAND  
\$59.99

BABA YAGA  
\$24.99

VISIOO  
\$14.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

**GAME TRADE MAGAZINE LEGEND**

Throughout each issue of Game Trade Magazine (GTM), you'll find a variety of terms that will help you in selecting items from the Games Section. Here's what they all mean!

**FEATURED ITEM**

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the GTM Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

**OFFERED AGAIN**

**OFFERED AGAIN:** These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

**SPOTLIGHT ON**

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the GTM Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SPR) for the product.

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# The LORD OF THE RINGS™

## JOURNEYS IN MIDDLE-EARTH™

*The Lord of the Rings: Journeys in Middle-earth*

JME01 | \$99.95 | Available 2<sup>nd</sup> Quarter 2019

**S**hadows creep through the lands of Middle-earth as whispers of new evils spread from Rohan to Rivendell. Soon, your players will have the chance to form their own Fellowship and fight back against the encroaching darkness in *The Lord of the Rings: Journeys in Middle-earth*, a fully-cooperative, app-supported board game of fantasy and adventure for one to five players!

*The Lord of the Rings: Journeys in Middle-earth* gives players the opportunity to embark on their own adventures in J.R.R. Tolkien's iconic world, to become heroes of the Free Peoples of Middle-earth and battle villainous foes, make courageous choices, and fight against the evil that threatens the land. Using a free companion app that controls enemies, tracks the party's inventory, and guides players as they reveal the map, players explore the varied and dynamic landscape of Middle-earth while using all their skills to push back against the spreading evil. With the power to take on a new role within their Fellowship with each new adventure, players are free to customize their hero as they choose, helping them write their own unique chapters in the history of Middle-earth.

### The Stories Untold

From Aragorn to Bilbo, *The Lord of the Rings: Journeys in Middle-earth* gives players the chance to build their own Fellowship from six iconic characters and immerse themselves in this mythic land like never before. Over the course of a game, the players explore the world, encountering friends and foes alike while unraveling ancient mysteries.

There's no telling where the road could lead and players need all of their character's skills as they test their might and wisdom against the evil forces arrayed against them. From attacking enemies to solving puzzles, players will interact

with the world by testing their skills. Instead of leaving a player's fate up to a roll of the dice, a hero's skills are represented by a deck of cards. To perform a test,





a player reveals cards from the top of their skill deck, hoping to reveal enough success icons to pass the test.

Far from being used exclusively to determine the outcomes of tests, the skill decks capture the essence of each unique hero for a given adventure. In addition to the possibility of success icons, each skill card contains valuable abilities that can be used when players prepare those skills, placing them below their hero card. Whether a player wields Legolas's bow or enters the fray as Gimli, every hero has their own unique set of skill cards that makes them utterly unique.

What's more, players can grow and change as they take on a different role in their Fellowship, adding even more cards to their skill deck. They might take on the mantle of captain, helping the party prepare for any situation. Or, they could become a self-sufficient burglar who excels at evading enemies. Players choose a role at the beginning of each game, giving them the freedom to experiment with new skills throughout a campaign.



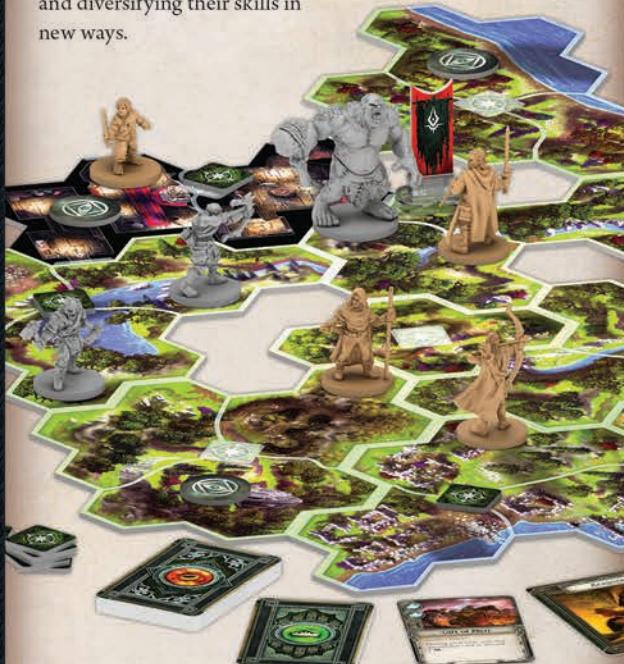
But you can't expect to explore Middle-earth totally unhindered. As time passes, the dark forces draw closer and become more dangerous. After the players have activated their heroes, the app takes control, directing enemies to attack and spreading darkness across Middle-earth, striking fear into the hearts and minds of the heroes. At particularly pivotal moments, the action will shift from exploration to the battle boards, where players will be plunged into tense and cinematic encounters with enemies that will bring all of their skills into play.

## An Epic Campaign

In *Journeys in Middle-earth*, each adventure is more than just a standalone battle against some Orcs or a search for lost treasure. Rather, each game is just one adventure of an epic campaign. During any quest, players will be attempting to complete a series of objectives before they are overwhelmed by the evils of Middle-earth.

No matter the outcome of a particular adventure, the heroes and the campaign progress through a series of interwoven scenarios, eventually culminating in a climactic conclusion that will decide the fate of Middle-earth. With branching narratives, multiple side quests to unlock, and a procedural map generation system, every *Journeys in Middle-earth* campaign is continually surprising and highly replayable.

As players engage in each campaign, the app tracks your party's skills and inventory, freeing the Fellowship to dive into Middle-earth and play their heroes however they choose. Over the course of their adventures, players take a direct hand in the evolution of their character, gaining new abilities, purchasing new weapons and items, and diversifying their skills in new ways.



## Defend Middle-earth

Darkness is rising, unifying evil, shadow, and corruption. It is time for heroes to take a stand and begin their journey in *The Lord of the Rings: Journeys in Middle-earth*!



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# A GAME OF THRONES CATAN

BROTHERHOOD OF THE WATCH™

SPOTLIGHT  
By Catan Studios

## The Watch Needs New Recruits

Now add more players, new heroes and new threats to your "A Game of Thrones Catan" game with the upcoming 5-6 player extension!

Wildling raids are increasing in frequency. The Brotherhood of the Watch needs some new recruits to help them maintain the wall and protect Westeros. Now the need has arisen for a 5th and 6th defender to join their ranks. Of course, Jeor Mormont will still only select one to be the new Lord Commander, so the competition is fiercer than ever.

With more players than ever vying to become the new Commander of the Night's Watch, new heroes have joined the fight to protect Westeros. One of these is the legendary Jon Snow, who can help protect against the robber Tormund Giantsbane, and provide you with additional resources through his intimate knowledge of the North.

Aemon Targaryen gives you insight on where your guards should be on the wall and allows you to move guards to different locations.

Gilly helps out as well, and gives you inside information about the movement of the wildlings.

Osha can allow the players to ally with the very Wildlings they are protecting against, to gain additional resources from occupied territory. After all, once you become the Lord Commander, who will question how you got there?

A wise commander knows how to use and discard allies at just the right time.

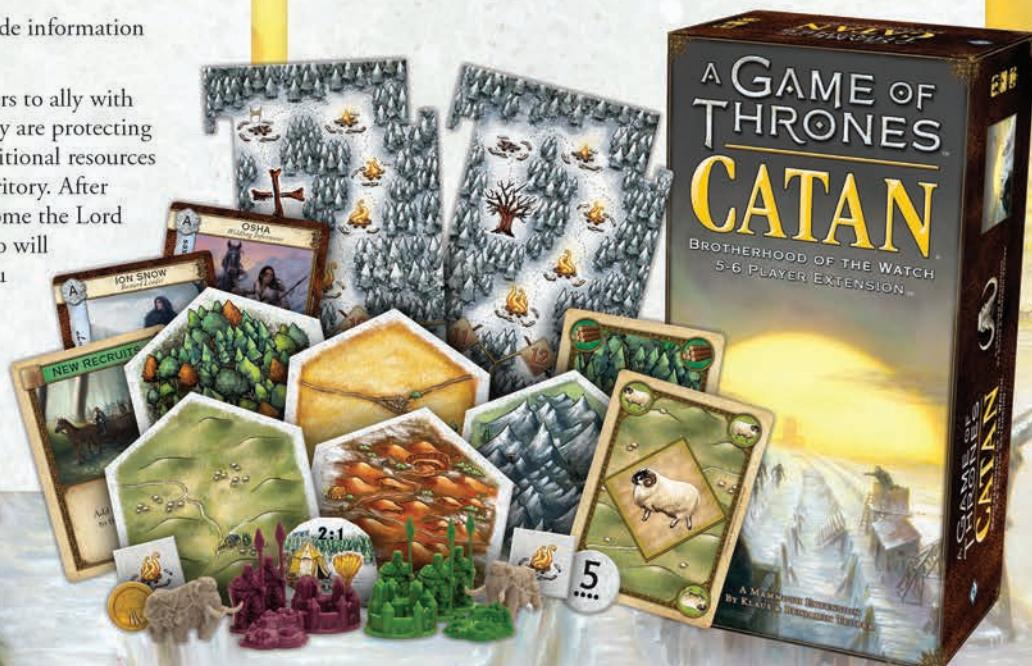
## Mammoths are Coming

But never forget that Winter is Coming, and the threats from beyond the wall are increasing in number and danger. Perhaps the most serious of these new threats are the addition of mammoths to the Wildlings' forces. Mammoths make the movements of the Wildlings more unpredictable and allow them to threaten areas you thought were safe. You'll need to be ready for attacks at a moment's notice!

Become the sword in the darkness. Protect Westeros from the Wildlings and their mammoth mounts. Only one will advance to command Castle Black. Do whatever you must to make sure it's you.

### About A Game of Thrones Catan 5-6 Player Extension:

This game is intended for experienced Catan players ages 14 and up. Games require 3 to 6 players and take 120-150 minutes to play. A copy of the base *A Game of Thrones Catan: Brotherhood of the Watch* is required.



[WWW.FANTASYFLIGHTGAMES.COM](http://WWW.FANTASYFLIGHTGAMES.COM)

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# CATAN

HISTORIES

## RISE OF THE INKAS™

TIME TO BEGIN A NEW ERA!



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# DUNGEON OF THE MAD MAGE™

BOARD GAME

WIZKIDS

## WATERDEEP: DUNGEON OF THE MAD MAGE BOARD GAME STANDARD EDITION

WZK 73590 ..... \$79.99 | Available April 2019!

Waterdeep: Dungeon of the Mad Mage Board Game is the newest offering in the Adventure System Game (ASG) series by WizKids! Following a group of adventurers being called to the city of splendors, Waterdeep, players will explore a dungeon known as Undermountain, the ancient domain of the Mad Mage Halaster Blackcloak. The entrance to this ancient dungeon lies in the center of an inn called Yawning Portal, and it is here that this epic adventure begins.

Our most recent release in the ASG line, *Tomb of Annihilation*, added a Spell deck, a Trap deck, and a new class of tiles called Jungle tiles. It also introduced a new hero class, the bard. In *Waterdeep: Dungeon of the Mad Mage*, the Spell and Trap decks have been maintained, but new types of cards, as well as other components, have been added to enhance this exhilarating experience.

One major addition that this release adds to this series is the ability to level up higher than ever before! In all previous ASG games, players were capped at 2<sup>nd</sup> level, but in *Waterdeep: Dungeon of the Mad Mage*, players will be able to reach 4<sup>th</sup> level for the first time. As a result, each hero has a choice of three new Expert powers, which provide very strong abilities and effects. These enhanced abilities will be necessary as players face off against the new monsters and villains featured in this exciting adventure, including a Death Tyrant, Zombie Beholders, Bheur Hags, Scaladars, Shadows, Grung, Thugs, Veterans, Flying Swords, a Gray Ooze & the apprentices of the Mad Mage, as well as Halaster himself!

A new type of damage also makes its debut in *Waterdeep: Dungeon of the Mad Mage* called "Weakened." This damage acts like a condition and can only be removed by effects that remove conditions, or Healing Surges. This new effect can turn the tide of battle: many of the monsters' attacks will be able to take advantage of this type of damage and potentially critically weaken our heroes.

Speaking of the heroes, our roster includes five storied adventurers to choose from: the fledgling human storm sorcerer Marcon and his stalwart guardian, the tiefling battlemaster, Atka. The devoted half-elf grave domain cleric Cormac and the always perceptive gnome inquisitive rogue Trosper will provide healing and support for our party. Finally, we have Nayeli Gold-

## WATERDEEP: DUNGEON OF THE MAD MAGE BOARD GAME PREMIUM EDITION

WZK 73591 ..... \$159.99 | Available April 2019!



flower, the human paladin of the Oath of Vengeance, ready to smite any fiend that dares cross her path. Each of these heroes has their own unique ability which will be necessary to brave the depths of this storied dungeon — and only together do they hope to stand a chance of success.

Another addition to this release is an Elder Runes deck. These cards are double sided, reflecting Boon and Bane effects. Some cards will let you know which of its sides to activate, while some effects require you to roll a die in order to activate a side randomly.

Furthermore, players will be able to explore more of Undermountain thanks to a new set of cavern tiles, representing its deeper levels. The adventure begins in a dungeon setting, but as you venture deeper into the mountain it becomes cavernous and mazelike. Some of the tiles have special effects — They can allow the drawing of an Elder Rune card, slow your movement, or temporarily add extra armor class due to natural cover.

Of course, the oft-acclaimed campaign adventures featured in all of our ASGs make their return here: *Waterdeep: Dungeon of the Mad Mage* includes 13 all-new adventures that you can play in order or individually as you see fit, ending with an explosive finale — the encounter with the Mad Mage himself, Halaster Blackcloak!

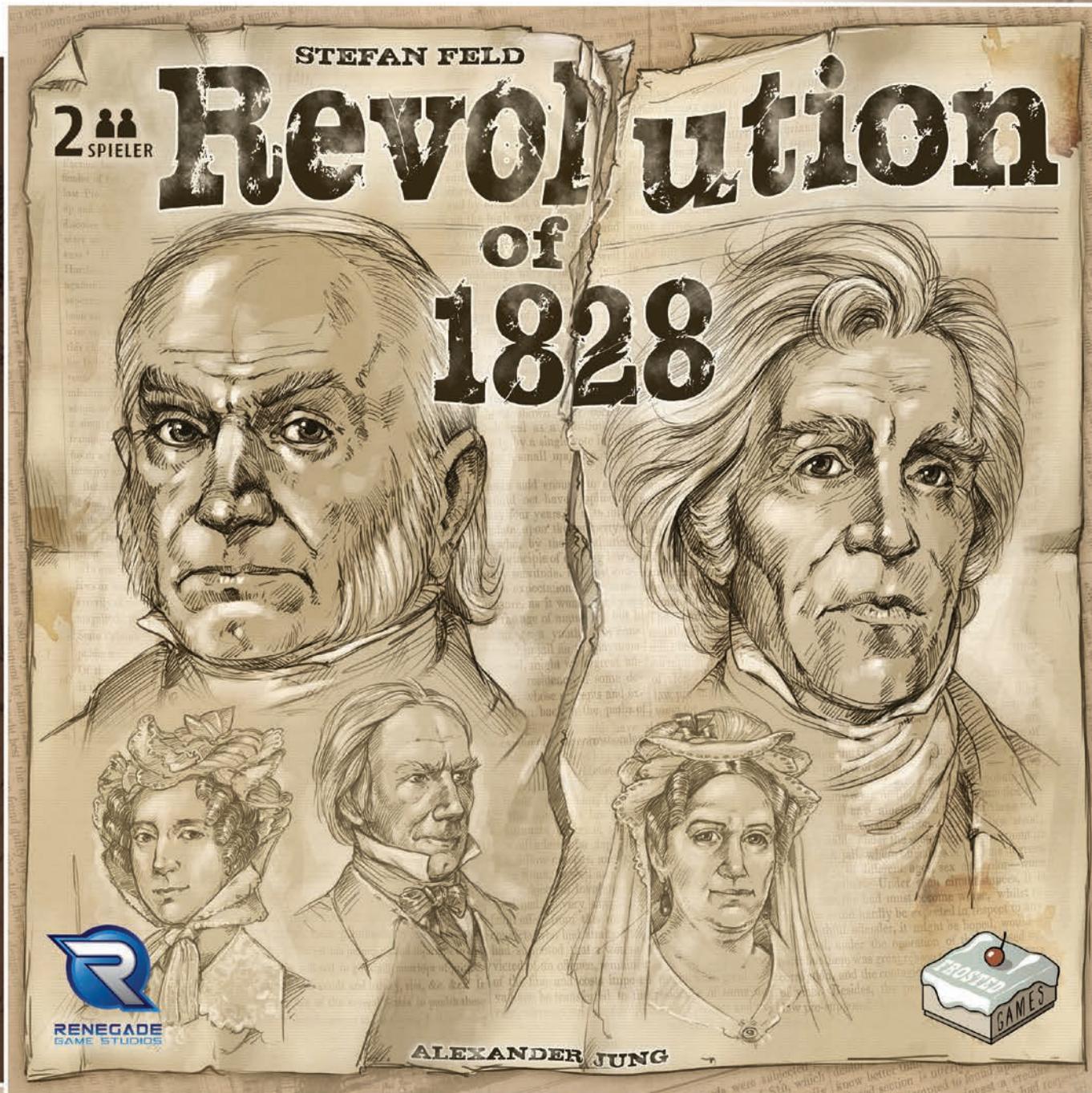
Finally, as with our other exciting Adventure System Games, *Waterdeep: Dungeon of the Mad Mage* is fully compatible with the previous entries in the series. Players can add in tiles from *Temple of Elemental Evil* or include more devious traps from *Tomb of Annihilation*. We know fans of the system love to mix and match in order to create their own custom versions of the game, and now there are even more options to create your ultimate dungeon crawl!

Both the *Premium* and *Standard Editions* of the game will be available this April. The *Premium Edition* includes pre-painted versions of all of the minis included in the game and is a fast and easy way to deliver a premium dungeon crawling experience to your tabletop! Will you be brave enough to guide them to their goal & uncover all the secrets this ancient labyrinth has to offer?\*

\*Please note we are not responsible for any total party kills you may suffer at the hands of Halaster or his apprentices. Remember to adventure responsibly! Always come prepared & never leave the inn without a 10ft pole.

•••




[www.renegadegames.com](http://www.renegadegames.com)

It is 1828 and the time for elections has come around again in this newly-formed democracy we call the United States of America. John Quincy Adams and Andrew Jackson are the candidates vying for the people's votes. This was America's first smear campaign.

DESIGNED BY **STEFAN FELD**  
**AVAILABLE MAY 2019**

Ages 12+

2 Players

30-60 min



# DESIGNING **TIME BREAKER™**



## TIME BREAKER

LOO 100..... \$25.00 | Available February 2019!

I love time travel. History and science fiction are a couple of my favorite subjects, but time travel is the very best because it's got it all, the past and the future.

I've included time travel in my games many times, most notably in my card game *Chrononauts*, which presents the players with a grid of historical events, which can be changed to create various alternate realities by tampering with the outcome of significant, world-changing moments. I'm fascinated by the idea of going back to a pivotal event and seeing how different the world would be if you could rewrite history.

That's what *Chrononauts* is all about, but in my new game, changing history is a crime. A time traveller who tampers with history is called a *Time Breaker*, and as members of the security division of the Time Repair Agency, our job is to stop them.

The game is played on a game board composed of 25 tiles, placed in a random order so that each game is different. These tiles represent time portals that lead to various important historical events (including a few from the future). Players have tokens representing themselves that move from tile to tile, dashing around the time-space continuum, trying to catch the Time Breaker. The goal is to bring them back to the center tile, i.e. Time Repair HQ. (Tokens that indicate what year you are currently located in were actually an idea I considered when I was designing *Chrononauts*, but it didn't work for that game. It's cool to finally use that idea now.)

The game also features a deck of cards, which allow players to move around the board in special ways, interfere with what other time agents are doing, and even take actions on behalf of the *Time Breaker*. You can help them escape after they've been apprehended by another player, and sometimes you get to decide how the *Time Breaker* will next wreak havoc on the time stream! Every now and then, the *Time Breaker* will smash closed one of the time portals, causing that tile to be removed from the board. This is a deplorable criminal act, but can also actually help the players, since they are bounced back to Time Repair HQ any time they move to a portal that has been closed.

I designed *Time Breaker* to be a self-limiting game to prevent it from going on too long. By providing new options for getting back to HQ as the game



progresses, the odds of someone winning grow over time. And by constantly shrinking the board as the *Time Breaker* commits their crimes, it becomes easier and easier to apprehend them.

One of the big challenges we faced in the production of this game was choosing the 24 historical events featured on the tiles. There are SO MANY to choose from! When I first started designing this game, almost four years ago, I chose a lot of the same sort of events I'd put on the *Chrononauts* timeline, things like the Titanic, the Hindenburg, and the atomic bomb. But while tragedies are perfect for a game where you are changing history, since it's nice to be able to think about undoing calamities and saving lives, we decided to focus on the more uplifting moments in our world's history for *Time Breaker*, where you are trying to maintain the timeline as is.

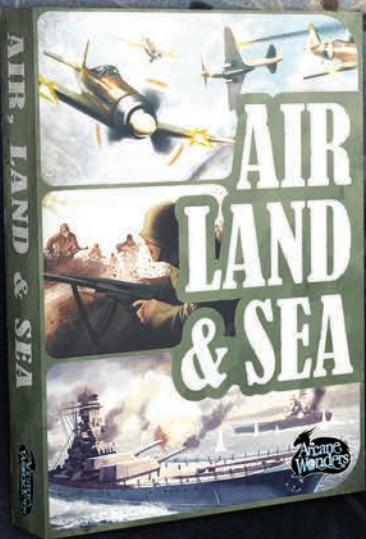
After much debate in the office, we think we've settled on a great set of events. We start at the very beginning — Day One, as I like to call it — and call out a few important moments from very long ago, including the formation of the sun, the age of the dinosaurs, and the harnessing of fire. More recent events include the invention of fireworks, the first Olympics, and the Moon Landing. We call out the construction of landmarks such as cave paintings, Stonehenge, and the Taj Mahal, and we cap it all off with a few of mankind's most important future accomplishments, including World

Peace in 2345, and the colonization of another star system, in the year 3069. It was particularly interesting considering what our greatest future accomplishments might be!

Finally, we needed some art. *Time Breaker* features fabulous artwork by Derek Ring, our go-to artist. We started with inspiration from an artist named Shag, and then Derek made it his own. He's really outdone himself with the art for *Time Breaker*. It's delightful!

Now that game design, specific dates and events, and art style and rendering have all been worked out, the game is at the printer and nearly ready! *Time Breaker* goes on sale on February 28th, 2019. I hope you enjoy playing it as much as I enjoyed designing it! Thanks for playing our games!

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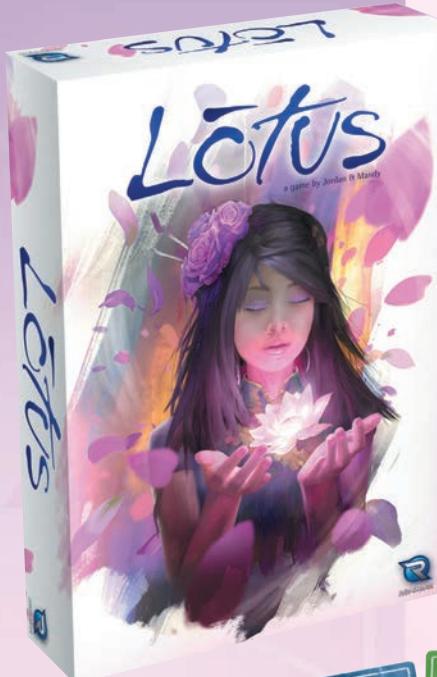
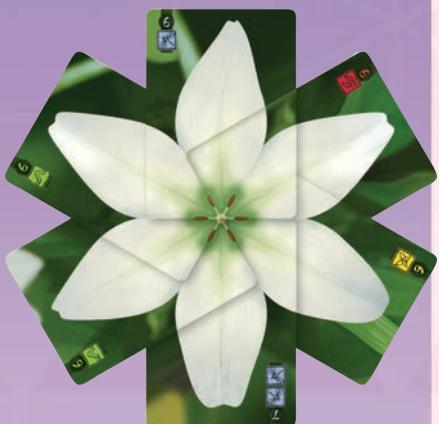


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# SUPERSTAR WOMEN IN THE GAMING COMMUNITY



## LOTUS

RGS 00527 ..... \$30.00 | Available Now!

## GHOSTBUSTERS: THE CARD GAME

RGS 00852 ..... \$20.00 | Available Now!

## PROVING GROUNDS

RGS 0877 ..... \$35.00 | Available March 2019!

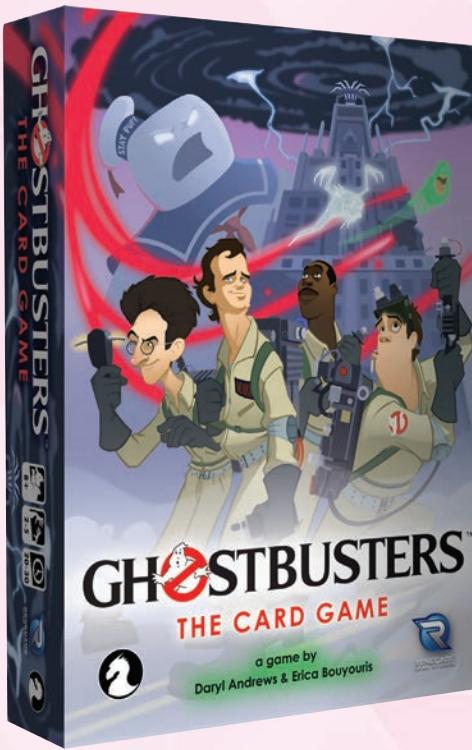
Have you ever played *Jenga*, *Set*, or *Lotus*? Did you know these were all designed by women? As our industry grows, so does the pool of talent, and while society views gaming as a male-dominated hobby, women are increasingly designing some of the most successful games. To celebrate Women's History Month, let's highlight some amazing women involved in all aspects of the board gaming world!

Game designers are probably the names that people recognize the most. Toronto-based designer Erica Bouyouris is not only someone I'm ecstatic to know personally, she is a designer with a list of games under her belt that continues to impress as it grows. Most recently on that list, I've played her family-friendly *Ghostbusters: The Card Game*. The game has various facets of set-collection and easy-to-understand rules, making this great for younger and older players alike. Erica, an elementary school teacher by day, always puts all of her training to use in her designs to make an engaging experience for everyone!

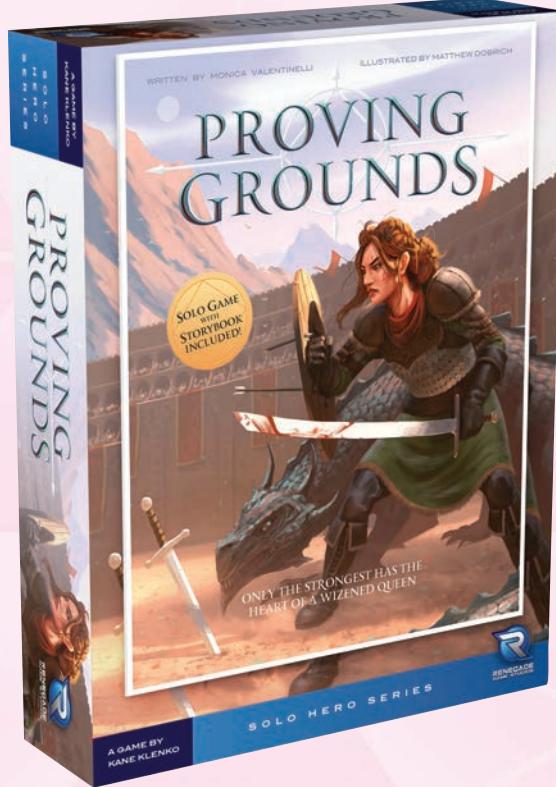
While game design is obviously a central part of a game, the setting, theme, and story can pull players into the world and create a fully immersive experience. RPG authors are experts in this field, so we recently called on talented industry veteran Monica Valentini (Firefly RPG) to write a novella to accompany our upcoming game, *Proving Grounds*.

Featuring a fierce heroine trying to prove her innocence and reclaim her birthright, this solo game includes Monica's 32-page novella to give you the background story for the character you will play in the game. What better way to immerse players into the deeply personal story of one woman's struggle and triumph than to have her brought to life by a woman who has experienced the same (at least the triumph part — Monica's list of work in the industry is formidable).

Though we often boast that the gaming community is inclusive and accessible to everyone, there are certainly aspects that some players find intimidating. Teri Litorco does a fantastic job of welcoming players into the folds of wargaming and miniature painting by making these would-be daunting groups openly accessible and friendly. She recently filmed painting tutorials for our upcoming *Power Rangers: Heroes of the Grid* miniatures game. Her upbeat energy and positive attitude immediately put you at ease as she takes you through basic techniques that you can use for any figure. She also chooses paints and supplies that are easily-found at



From the publisher perspective, there are countless women who work hard behind the scenes to turn our game ideas into realities. One such woman is our very own Anita Osburn, the Creative Director at Renegade Game Studios. We pride ourselves on creating visually pleasing games and Anita has a huge hand in achieving that. She has been with Renegade since the very beginning and manages a huge team of graphic designers and artists, all while putting up with the marketing team's ridiculous requests. What's even more impressive — she handles all of these creative projects while living abroad in Costa Rica with her husband and two young kids! It's amazing how big a part she plays in the production of our games from so far away. For her, the best part about working in this industry is bringing people together to have fun. We couldn't agree more!



any hobby store, lowering the barrier to entry even more. All of her efforts mean that more players will be able to enjoy these aspects of our hobby!



There are other female voices championing inclusion in the industry. Mandi Hutchinson and Suz Sheldon, core members of The Dice Tower, are two that I must mention. This dynamic duo is a force of good and holds publishers and players alike accountable for their actions. In addition to reviewing games on their podcast together, they each work to keep the board game community improving on many levels. They don't hesitate to talk about diversity and representation in games; they are both unabashedly feminine in their presentation, and they routinely squash assumptions regarding game preference and gender. While there are many great reviewers in the industry, it is always a relief to find someone whose life experiences and values line up with your own.



I could name so many more amazing women, but the list would go on forever since there are new women designing and playing games every day. Instead, take a moment to thank the ladies you're grateful for in the gaming community. I can guarantee they don't hear it often enough! Of course, March isn't the only time we should appreciate women. We need to continue supporting and including women in this wonderful hobby we share, and we do that by caring and trying. Doing so will make our community all the better.

•••

Danni Loe is the Associate Marketing Manager for Renegade Game Studios. She loves reading comics and drinking tea almost as much as she loves playing board games.





Jellybean Games presents:

# Clues

A Cooperative Game for 2-4 Players. Designed by Jose Manuel Alvarez.



## THE LADY AND THE TIGER

JBG 556201 ..... \$19.95 | Available Now!

**Clues** is a new *The Lady and the Tiger* variant, created for the Spanish edition of the game.

**Objective:** To return all the Lady and Tiger clue cards to the appropriate door cards, using deduction and memory.

**Setup:** Shuffle the door cards and give one to each player. Look at it, then place it face-down in front of you — do not show the other players!

In a 2-3 player game, there will be 'neutral doors'. These should be placed face-down in the middle of the table, not seen by any player.

Shuffle all 14 clue cards and deal them to each player. Remaining cards are set to the side, and will not be used this game.

**2-Player Game:** 5 cards

**3-Player Game:** 4 cards

**4-Player Game:** 3 cards

**IMPORTANT:** When you receive your hand, you must take it **backwards**; the back side facing you and the front side facing the other players.

Finally, deal each player a red, blue, white, and black gem.

**Gameplay:** The player who most recently made a mistake is the starting player.

Each turn, you must take **one** of the following three actions: **Play a Gem**, **Play a Clue Card**, or **Discard a Clue Card**.

**PLAY A GEM** - Move a gem to the center of the table, and take its corresponding action.

**Red Gem:** Give a **role** clue to another player. Choose either LADY or TIGER, and tell another player how many of that role they have and which cards match that role.

**Blue Gem:** Give a **color** clue to another player. Choose either BLUE or RED, and tell another player how many of that color they have, and which cards are of that color.

For example, after playing my red gem, I could tell you "You have 3 Lady cards", and point to the first, second, and fifth cards in your hand.

Remember, the Lady/Tiger wild card counts as **both** Lady and Tiger (but neither red nor blue), while the Blue/Red card counts as **both** red and blue (but neither Lady nor Tiger).



**Black Gem:** Exchange any card from your hand with a card of your choice from another player's hand.

**White Gem:** Look at one of the four door cards.

**PLAY A CLUE CARD** - Choose one of your clue cards, show it to all players, and place beneath of any of the four door cards (without revealing the door card). To score the card, it must match the COLOR and ROLE of that door card. Incorrectly played cards will hurt your score at the end of the game.

**DISCARD A CLUE CARD** - Choose one of your clue cards and discard it face-up into the center of the table. Only wild cards discarded this way will score - other discarded cards will hurt your score at the end of the game.

## GAME END

Once all the cards have been either played or discarded, the game is over, and the team will count their score. You earn:

- 1 for each clue card played under the correct door.
- 2 for each unused gem.
- 3 for each discarded wild clue card.
- 4 for each non-wild clue card played under the wrong door.
- 5 for each non-wild clue card discarded.
- 6 for each wild clue card played under a door.

## SCORING

If you achieve this score or higher, you've won the game!

**2-Player Game:** 12

**3-Player Game:** 16

**4-Player Game:** 24

If you're consistently winning, try the game in a harder mode:

**Intermediate:** Each player can only play 3 gems, and must have an unplayed gem (of their choice) remaining at the end of the game. These gems score as normal.

**Expert:** Half the players (rounded down) can only play 2 gems. The other players may play 3 gems each.

**Master:** Play with the Expert rules, plus non-wild clue cards must be returned to door cards sharing **none** of their traits. (eg a Blue Lady will only score when played to the Red Tiger door card.)

...

# Blood & Plunder

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CMON DARKSWORD

# NEW UNITS TAKE THE BLACK



## A SONG OF ICE & FIRE: TMG: STARTER SET - NIGHT'S WATCH

COL SIF002 ..... \$84.99 | Available Now!

Since the inception of the *A Song of Ice and Fire: Tabletop Miniatures Game*, there have been two major goals. First, the developers, led by designers Michael Shinall and Eric M. Lang, wanted to make a tabletop miniatures game that was accessible to gamers of all skill levels. Second, they wanted the game to continue to grow and evolve over time with regular monthly releases. These releases introduce new unit boxes to bolster the forces of existing factions, and Starter Sets allowing new armies to join the war. In Q2, Westeros is getting some new warriors ready to take up arms and fight for their right to the Iron Throne.

Last year, CMON introduced the *Night's Watch Starter Set*, adding one of the most anticipated factions to the game. Men take the Black and become the watchers on the Wall for different reasons. They are the outcasts of society, the 4th or 5th sons of noblemen, petty criminals looking to avoid a harsh sentence, bastards.

The Night's Watch were designed with a few things in mind. Those that have survived the challenge of guarding the Wall have become tough, rugged, and experienced. They've seen things few have, and that makes them formidable foes. You don't get to be a member of the Watch without proving your mettle over time. This makes the units in the faction very strong, but also very expensive to add to any army. They can be assured they will almost always be outnumbered.

The Starter Set also introduced the unique Vow mechanic for Tactics cards. Vows work similarly to the Tactic cards used by the Starks and Lannisters, however after being played, they can be equipped to a friendly unit, giving them some sort of ability based on their control of the Tactics Board.

In Q2, new unit boxes for the Night's Watch faction in the *A Song of Ice and Fire: Tabletop Miniatures Game* will be hitting your FLGS.

The Conscripts are truly the lowest of the group, at least when it comes to morality. These are the ones who joined the Watch without a choice. They are not there because they want to be, and a wise commander will not rely too heavily on them. Despite their obvious failings, the Conscripts are relatively cheap for a Night's Watch unit,

and their Reinforcements ability allows them to restore wounds each time they're activated. They may be unreliable, but there's always more to throw in a battle.

The Night's Watch has been guarding the North for generations, and they take advantage of all the information on the enemy they can get. The Ranger Trackers are a dedicated scouting cavalry unit. They venture ahead and can report back on an enemy's weaknesses, numbers, and ways to exploit them. The Ranger Trackers possess the Mark Target Order, allowing them to make one enemy in Long Range Line of Sight become Vulnerable at the start of a friendly turn. It's a powerful ability to take advantage of in war.

The Veterans of the Watch are the true leaders of the Night's Watch faction. They didn't survive years on the Wall for no reason, and in combat, they are nearly impossible to break. They may have started as the castoffs of the world, but over time, they have become formidable foes that even the most professional armies would have trouble dealing with on the battlefield. The Veterans of the Watch possess the Counterattack Order, allowing them to deal out a Hit for each Hit they block when being attacked in melee.

All of these new unit boxes will soon be available in your FLGS. The Night's Watch is a ragtag bunch thrown together with a motley crew, but together they've managed to survive this long, and their experiences on the Wall have hardened them against foes that can be faced in the South.

As with all units for the *A Song of Ice and Fire: Tabletop Miniatures Game*, each troop is represented by a highly detailed sculpted miniature ready to engage right out of the box. The unit boxes contain everything a commander needs to field these units immediately.

The war rages on and the outcome is uncertain, but one formidable faction just got a whole lot stronger.

•••

Sean Jacquemain is the Marketing Coordinator for CMON and Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.



# GAMES

## ALLIANCE GAME DISTRIBUTORS

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**GTM** GAME TRADE MAGAZINE  
ISSUE NO. 229 MARCH

The LORD OF THE RINGS. JOURNEYS IN MIDDLE-EARTH.

**IN THIS ISSUE:**

- TEST YOUR METtle AGAINST THE WATERSHED DUNGEON OF THE MAD MAGI BOARD GAME FROM WOOGIES
- FAULO'S PATHFINDER ADVENTURE CARD GAME IS A BOLD REIMAGINING OF THE MODERN CLASSIC AS PLAYERS ADVENTURE THROUGH GOAHRON, GLORY-AWAKENED

ART FROM PREVIOUS ISSUE

**GAME TRADE MAGAZINE #231**  
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ALC RHTOE012 ..... \$15.99

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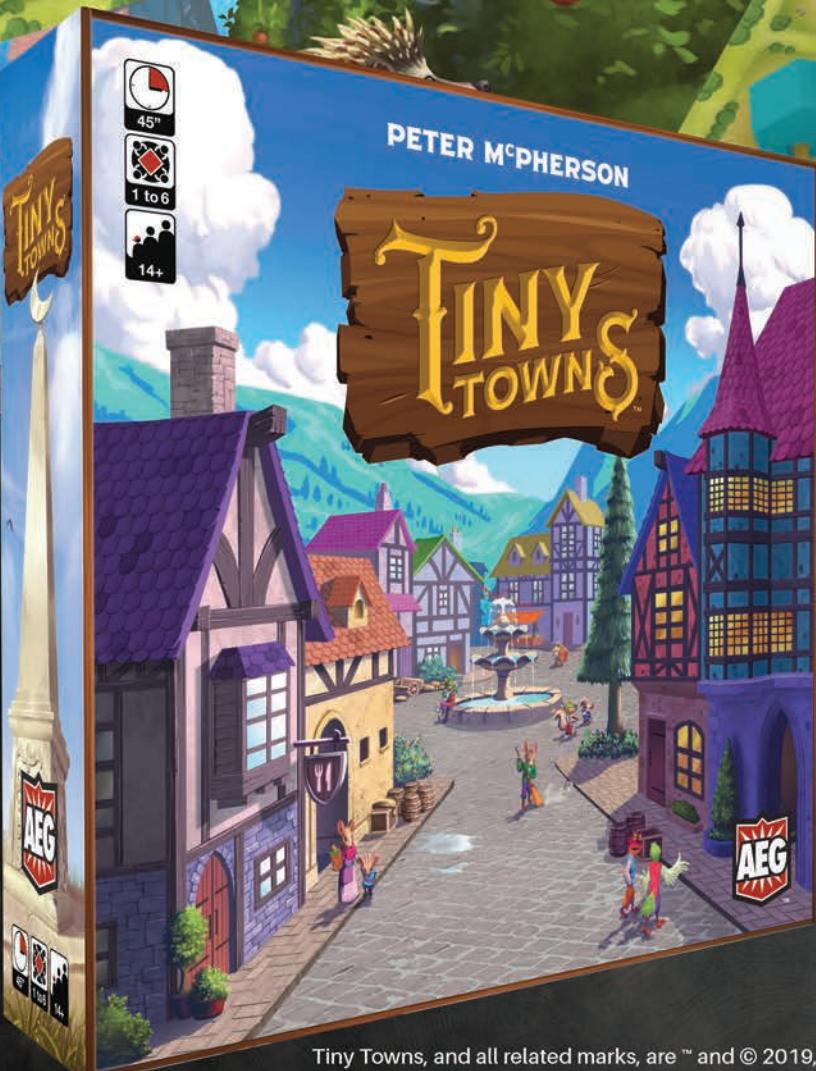
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You are the mayor of a tiny town in the forest, where the smaller creatures of the woods have created a civilization hidden away from predators. This new land is small and the resources

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# GAMES

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TAP BF4232.....\$6.99



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TAP GL2012.....\$4.99



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TAP BF4224.....\$6.99



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TAP TL5044.....\$13.99



**SUMMER UNDERGROWTH**  
TAP BF4116.....\$4.99



**BATTLEFIELDS BASING GLUE 50ML**  
TAP GL2013.....\$4.99



**WARGAMERS MOST WANTED BRUSH SET**  
TAP TL5043.....\$16.50



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TAP TL5034.....\$8.99

## TOOLS

Scheduled to ship in March 2019.

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# Naga Raja



30'

2

9+

HURRICAN

**KNEADITE GREEN STUFF 8"**

TAP TL5037 ..... \$9.99

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TAP TL5031 ..... \$11.99

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TAP TL5033 ..... \$7.50

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TAP TL5049 ..... \$8.99

**TARGET LOCK LASER LINE**

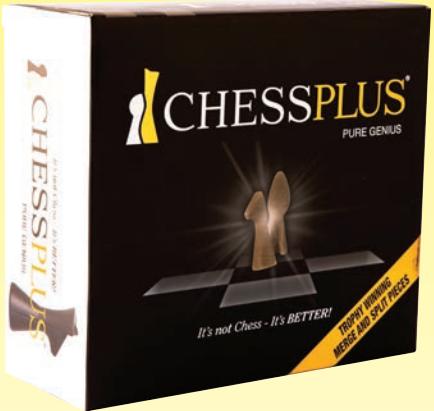
TAP TL5046 ..... \$9.99

**TOOLS: TWEEZERS SET**

TAP TL5035 ..... \$8.99

**ASMODEE EDITIONS**

## FEATURED ITEM



**CHESSPLUS**

Chessplus is a fast-paced strategy game with greater risk and reward than traditional chess. Apply the rules of chess with one BIG difference, you can combine your pieces into more powerful merged pieces. Merged pieces can move as either piece or can split back into their original pieces. Scheduled to ship in April 2019.

ASM CPL01 ..... \$29.95

## FEATURED ITEM



**ONE KEY**

The Key is missing, and it is up to the players to find it! One Key is a family game for all kind of players. It is a light game that proposes a cooperative experience based on ideas association and deduction. Scheduled to ship in April 2019.

ASM KEY01 ..... \$34.99

# DRAGONFIRE™

THE DUNGEONS & DRAGONS DECKBUILDING GAME



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## GAMES

# FEATURED ITEM



### RES ARCANA

In Res Arcana, each player is a mage, vying for power against their rivals. Each player has a personal deck of just 8 artifacts to work with. Can you use them efficiently to claim monuments and places of power before your rivals seize them? Scheduled to ship in April 2019.

ASM RES01 ..... \$39.95

**BANDAI CO**

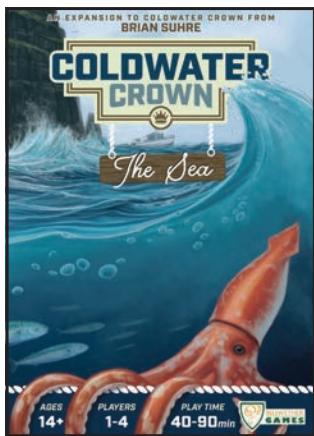


### DRAGON BALL SUPER EXPANSION SET: SAIYANS (6)

The Set contains: 3 booster packs and 8 cards (4 exclusive cards) Scheduled to ship in May 2019. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2477819..... PI

**BELLWETHER GAMES**



### COLDWATER CROWN: THE SEA

First boxed expansion to the acclaimed worker placement game Coldwater Crown. New Sea fishing challenge adds game-changing push-your-luck element with new wild species, turn action and more. For 1-4 players Scheduled to ship in February 2019.

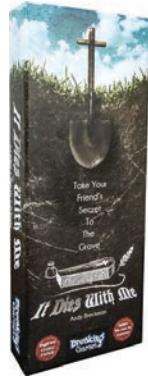
BWR 0721 ..... \$30.00

### DRAGON BALL SUPER EXPANSION SET: VILLAINS (6)

The Set contains: 3 booster packs and 8 cards (4 exclusive cards) Scheduled to ship in May 2019. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2477830..... PI

**BREAKING GAMES**



### IT DIES WITH ME

From the award-winning comedy writer and producer Andy Breckman (Monk, SNL, and more), comes a game like you've never seen before! A Secret is written by someone at the table. It is written on a piece of edible paper, then, players try to win to read then EAT the secret! To win, players use their coffins to hide a number they choose on the die, to either draw cards or move toward the secret. Be careful with your choice though, or another player might cancel you out! Scheduled to ship in January 2019.

BRK 110356..... \$25.00

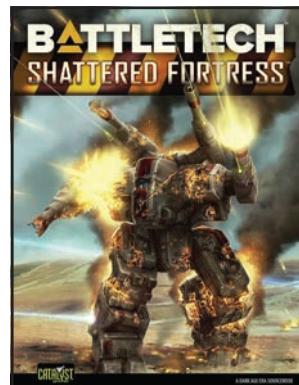


### ORDER OF INVENTION

In a game of "Which came first", players wager on the order in which a series of popular items were invented, such as The Slinky, White-out, and many more? Correct guesses gain points, and the player with the most points wins! You'll be surprised at the year many items that you still use today were invented! Scheduled to ship in January 2019.

BRK 110366..... \$20.00

**CATALYST GAME LABS**

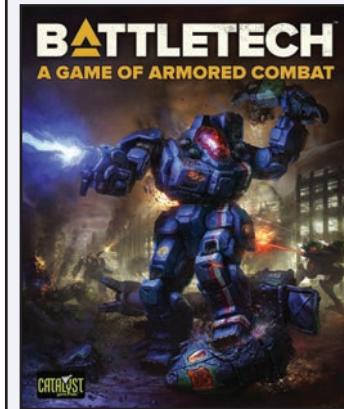


### BATTLETECH: SHATTERED FORTRESS

Shattered Fortress chronicles the twilight of BattleTech's Dark Age, as nations are thrown into turmoil and predators circle the broken remnants of the Republic of the Sphere. This volume provides a year-by-year look at pivotal turning points in Inner Sphere, offers a peek behind the curtain of Fortress Republic, and reveals the fateful decisions that will ultimately decide the future of the Inner Sphere.

CAT 35900..... \$29.99

## SPOTLIGHT ON



### BATTLETECH: THE GAME OF ARMORED COMBAT

BattleTech is a science-fiction space opera: a factional, militarized universe set in the thirty-first century, a future where humanity has spread to the stars and spawned titanic interstellar empires, each nation controlling hundreds of worlds across a region of space stretching a thousand light years and beyond. Initially published over thirty years ago as a tabletop board game, BattleTech has gone on to become one of the gaming industry's most important and longest-lasting science-fiction universes.

CAT 3500D..... \$59.99

**CHALK & CHUCKLES**



### CARING CATS

Gloom and doom have covered the hippy happy Town of Charms. The Mean Mouse is on the loose and now the Ministry of Pawsitivity has called upon the 5 most awesome, carin' and sharin' cats that have ever purred and meowed! Join them in working your charm to turn ordinary daily moments into extraordinary rainbow-colored moments!

CCP PL048 ..... \$24.95



### SEASON WISE

The season changes 4 times a year. From Spring to Winter they appear. The Seasons change, from sun to snow, but there's so much more to know. Time to check if you're season wise! Time to test your knowledge of seasons. A super fun & fast paced game. Rush to collect maximum cards!

CCP PL028 ..... \$19.95

# CHALLENGE OF THE SUPERFRIENDS



Play your cards right to defeat the  
**LEGION OF DOOM!**

The Superfriends have gathered at the *Hall of Justice* to take on the challenge of thirteen of the most sinister villains of all time. Play your cards right and you'll defeat **The Legion of Doom!** Based on the classic animated TV show, **Challenge of the Superfriends Card Game**, utilizes Cryptozoic's new GRYPHON card game engine to deliver a fast-paced, easy-to-learn tabletop experience.

- Simultaneous play: 2 to 4 players play their cards at the same time to capture Super-Villains!
- Simple, addictive gameplay that rewards both luck and strategy
- Cards call forth allies or Super Powers that can change the outcome!
- Play as Superman, Batman, Wonder Woman, or Aquaman, with new art based on the classic TV series

**MSRP: \$15**  
**Release date:**  
**Q2 2019**

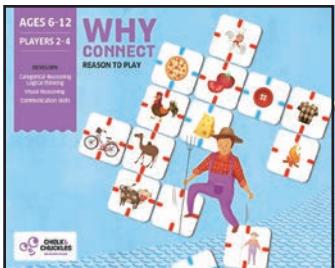


CRYPTOZOIC  
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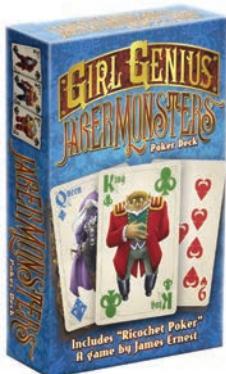
All DC characters and elements © & ™ DC Comics. WB SHIELD: TM & © WBEI.  
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For more information, visit  
[www.cryptozoic.com](http://www.cryptozoic.com)



**WHY CONNECT**

A tile laying reasoning game that challenges your logical reasoning! Make as many connections as possible and tally your scores! The highest scorer wins!  
CCP PL017 ..... \$19.95

**CHEAPASS GAMES****JAGERMONSTER POKER DECK**

A brand new poker deck featuring everyone's favorite hat-obsessed soldiers from award-winning webcomic Girl Genius. The Jagermonster Poker Deck can also be used to play any traditional card game utilizing a poker deck!  
CAG 252 ..... \$10.00



**HAQQISLAM KHAWARIJS**  
CVB 281401-0758 ..... \$39.49



**NA2 RAOUL SPECTOR,  
MERCENARY OPERATIVE  
(BOARDING SHOTGUN)**  
CVB 280735-0761 ..... \$13.49



**PANOCEANIA ECHO-BRAVO, FAST  
INTERVENTION UNIT (PARAMEDIC)**  
CVB 281207-0759 ..... \$15.49

**PAIRS: LEAF DECK**

Features 10 tree and leaf types sketched by Phil Foglio, award-winning artist and co-creator of webcomic Girl Genius. \$10 impulse buy with endless replayability.  
CAG 253 ..... \$10.00

**CORVUS BELLI****INFINITY**

**ALEPH YADU TROOPS**  
CVB 280864-0762 ..... \$35.99

**GREETING CARDS - GRADUATION**

**CONGRATS!**  
CGC 56110 ..... \$3.50  
**TIME TO SETTLE DOWN**  
CGC 56109 ..... \$3.50  
**YOU DID IT!**  
CGC 56111 ..... \$3.50

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BEVERAGE INSULATOR**

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CGC 21451 ..... \$26.00

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STANDARD SIZE**

CGC 22101 ..... \$24.00

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CGC 20401 ..... \$15.00



**IO 14x24**  
CGC 31173 ..... \$17.00



**TRITON 14x24**  
CGC 31163 ..... \$17.00

**DECISION GAMES****STRATEGY & TACTICS #317: MOSCOW**

Moscow is a two-player game covering the advance of Army Group Center, Autumn 1941. It is a simulation of the campaign by the Germans to capture Moscow from the Soviets from October 1940 until January 1941. Players whom are familiar with the Leningrad game will be able to play this game with only a perusal of these rules where they are specifically relevant to this game. Each hex represents 30 miles with each unit representing a division and in some cases brigades. Scheduled to ship in May 2019.  
DCG ST-317 ..... \$39.99

## SPOTLIGHT ON

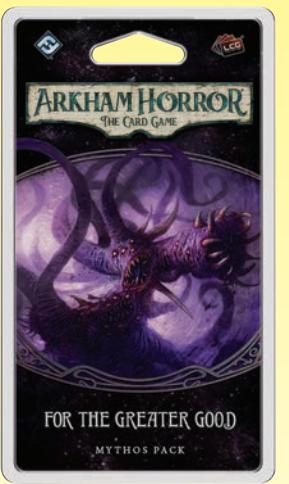


EEG BTILC-EXPO1 ..... \$25.00

**BIG TROUBLE IN LITTLE CHINA THE GAME - THE LEGACY OF LO PAN EXPANSION**

You're a reasonable person, but you've just experienced some very unreasonable things. You lost against Lo Pan and his minions today... But that doesn't mean you gotta like it! Lo Pan's plan was successful, he sacrificed Miao Yin and ascended to this true form. But have no fear, Egg has a magical artifact called the Tardisian Hourglass that can transport you and your friends through time to stop him once and for all! Requires *Big Trouble in Little China: The Game* to play. Scheduled to ship in March 2019.

## FANTASY FLIGHT GAMES

**FEATURED ITEM****ARKHAM HORROR LCG: FOR THE GREATER GOOD MYTHOS PACK**

Discover the secrets of the Silver Twilight Lodge in *For the Greater Good*, the third Mythos Pack in *The Circle Undone* cycle for *Arkham Horror: The Card Game*! Scheduled to ship in April 2019.

FFG AHC32..... \$14.95

**FEATURED ITEM****A GAME OF THRONES LCG: 2ND EDITION - CITY OF SECRETS CHAPTER PACK**

Explore the twisting alleys of the capital of Westeros in *City of Secrets*, the second Chapter Pack in the *Kings Landing* cycle for *A Game of Thrones: The Card Game*! Scheduled to ship in April 2019.

FFG GT47 ..... \$14.95

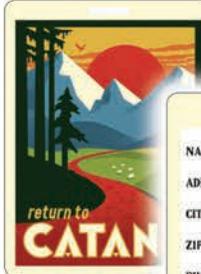
## New items from GCG



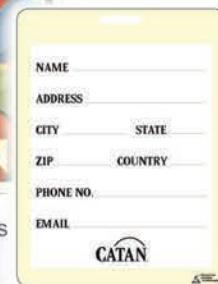
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33

GAMES





## FEATURED ITEM

**LEGEND OF THE FIVE RINGS  
LCG: MASTERS OF THE COURT  
- CRANE CLAN PACK**

Masters of the Court contains 78 new cards (three copies of twenty-five different cards and one copy each of three different cards), many of which provide new tools to the Crane Clan! Scheduled to ship in April 2019.

FFG L5C18.....\$19.95



## FEATURED ITEM

**STAR WARS: LEGION - TX-225 GAVW OCCUPIER COMBAT ASSAULT TANK UNIT EXPANSION**

With the TX-225 GAVw Occupier Combat Assault Tank Unit Expansion, you'll find a single finely sculpted, menacing TX-225 miniature that can work in tandem with your ground troops to impose the Empire's will wherever it's been assigned. Scheduled to ship in April 2019.

FFG SWL35.....\$59.95



## FEATURED ITEM

**THE LORD OF THE RINGS: JOURNEYS IN MIDDLE-EARTH**

Embark on your own adventures in J.R.R. Tolkien's iconic world with *The Lord of the Rings: Journeys in Middle-earth*, a fully cooperative, app-supported board game for one to five players! You'll battle villainous foes, make courageous choices, and strike a blow against the evil that threatens the land all as part of a thrilling campaign that leads you across the storied hills and dales of Middle-earth. Scheduled to ship in April 2019.

FFG JME01.....\$99.95



## FEATURED ITEM

**STAR WARS:  
LEGION - X-34  
LANDSPEEDER UNIT  
EXPANSION**

Already a speedy craft thanks to its powerful repulsor engine, an X-34 Landspeeder becomes a threat to even the toughest Imperial opponents when driven by an experienced pilot and equipped with an assortment of weapons. Scheduled to ship in April 2019.

FFG SWL36.....\$49.95



## FEATURED ITEM

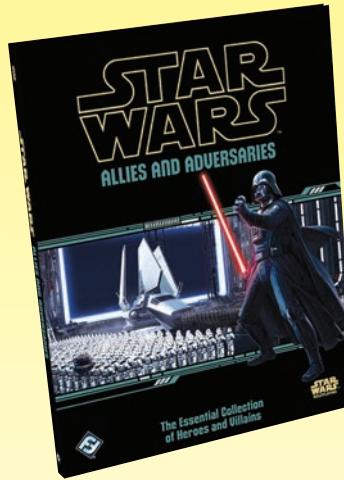
**THE LORD OF THE RINGS: JOURNEYS IN MIDDLE-EARTH - PLAYMAT**

This 3x3 gamemat forms the perfect foundation for your games, whether you're playing on the journey map or the battle map. Scheduled to ship in April 2019.

FFG JME02.....PI



## FEATURED ITEM

**STAR WARS RPG: ALLIES  
AND ADVERSARIES  
HARDCOVER**

This sourcebook profiles heroic Rebels, villainous Imperials, and galactic scum and villainy drawn from all three Star Wars Roleplaying game lines, along with a host of brand-new individuals who have never been profiled before! This book is fully compatible with *Edge of the Empire*, *Age of Rebellion*, and *Force and Destiny*. Scheduled to ship in April 2019.

FFG SWR12.....\$39.95

# ARKHAM HORROR

## THE CARD GAME



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for the  
greater  
good

Discover the secrets of the Order of the Silver Twilight in *For the Greater Good!* Despite your efforts, the strange sightings and disappearances in Arkham persist. Now, you must return to your first lead—the Silver Twilight Lodge. Do you dare to trust its mysterious members? What will become of you, and your city, if you defy them?

For the Greater Good Mythos Pack  
AHC32 | \$14.95





## FAR FUTURE ENTERPRISES

## TRAVELLERS: CORE RULES SLIPCASE

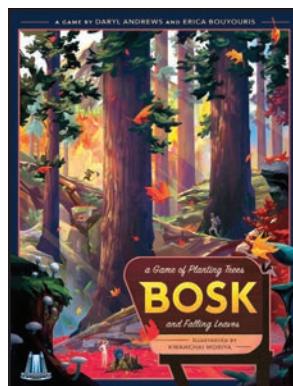
FFE 0301 ..... \$90.00

## FLOODGATE GAMES

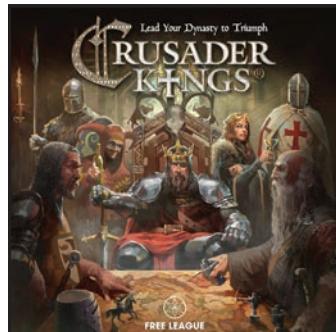
## BOSK

Over the course of a year, players control a species of tree, thriving in the beautiful terrain of a national park. In the spring players carefully grow their trees, scoring as hikers enjoy travelling trails in summer. When autumn comes, leaves fall in the ever-changing direction of the wind, covering the ground and other players' leaves. Points are awarded in Winter for the most coverage of each region in the park. Control the grove and be victorious in *Bosk!*

FGG BK01 ..... \$45.00



## FREE LEAGUE PUBLISHING



## CRUSADER KINGS

Free League Publishing and Paradox Interactive are proud to present *Crusader Kings: The Board Game*, based on the acclaimed grand strategy computer game. In this game, 3-5 players lead the historical dynasties of medieval Europe to triumph or downfall. You are a Crusader King, striving for wealth and power across the continent. Reshape the history of medieval Europe in your own image if only that dimwitted son of yours set to inherit the throne doesn't spoil your grand plans. *Crusader Kings: The Board Game* captures the essence of the *Crusader Kings* experience, in a physical tabletop format. *Crusader Kings: The Board Game* boils down the unique strategy/RPG combination of *Crusader Kings* to an intense tabletop experience of 2-3 hours. Scheduled to ship in February 2019.

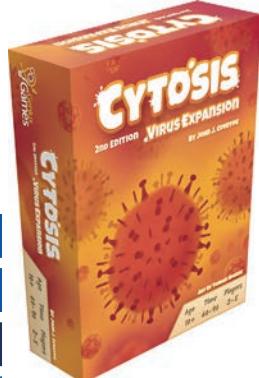
FLF CKB001 ..... \$99.99

## CRUSADER KINGS - COUNCILORS &amp; INVENTIONS

A set of 24 additional beautifully crafted plastic miniatures for *Crusader Kings: The Board Game*. These come in 12 unique designs that represent councilors and inventions in the game rules. The set also includes bonus rules that let allow players to send their councilors on missions in medieval Europe, rather than just staying home at the royal court! All miniatures are sculpted by the talented artist Anton Angheluta. Scheduled to ship in February 2019.

FLF CKB002 ..... \$29.99

## GENIUS GAMES



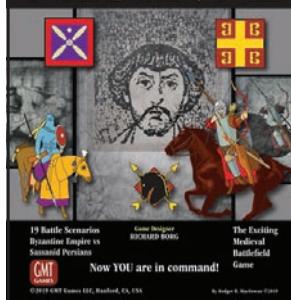
## CYTOSIS: VIRUS EXPANSION

The *Virus Expansion* expands upon the base game for *Cytosis*. The expansion adds Influenza, Rhino Virus and Ebola. Player may pay ATP to build up their antibodies to each of the three viral strains. When a Virus attacks, all players will roll a number of antibody dice according to their level of health and add it to the antibodies they've accumulated throughout the game. The player with the highest antibody response will gain resources while the player with weakest antibody response will lose resources. Scheduled to ship in February 2019.

GEN 1506 ..... \$14.99

## GMT GAMES

## Commands &amp; Colors MEDIEVAL

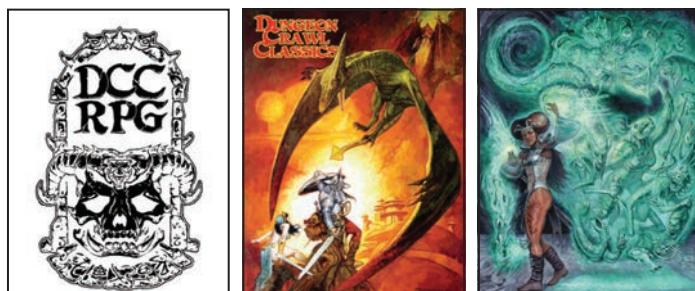


## COMMANDS &amp; COLORS: MEDIEVAL

Richard Borg introduces new commands and colors series — *Medieval* — to follow the highly successful *Ancients* series. For those who play *Ancients*, much will be familiar, but in many respects the era, units, capabilities and strategies differ.

GMT 1901 ..... \$75.00

## GOODMAN GAMES



## DUNGEON CRAWL CLASSICS RPG: LIMITED EDITION HARDCACKS

As the DCC RPG core rulebook enters its 7th printing, Goodman Games brings out another batch of limited editions with fantastic new cover art! The seventh printing is materially identical to the previous printings, except that a new short adventure has been swapped out. There are 3 limited-edition covers available: a wizard controlling an evil pteradactyl, by legendary Spanish artist Sanjulan; the sorceress Shanna Dahaka and her summoned creatures, by DCC artist extraordinaire Doug Kovacs; and a re-issue the demon skull cover! Scheduled to ship in March 2019.

## DEMON SKULL ISSUES

GMG 5070H ..... \$69.99

SANJULAN ..... \$59.99

GMG 5070J ..... \$59.99

SHANNA DAHAKA ..... \$59.99

GMG 5070Z ..... \$59.99

## GREENBRIER GAMES

## FOLKLORE THE AFFLICTION

Scheduled to ship in February 2019.



## GHOST MINIATURES PACK

GNE FL05 ..... \$24.95



## CHARACTER RECORD PAD

GNE FL111STE ..... \$9.95



## ENCOUNTER RECORD PAD

GNE FL10 ..... \$9.95



# The LORD OF THE RINGS™

## JOURNEYS IN MIDDLE-EARTH™

Embark on your own adventures in J.R.R. Tolkien's iconic world with *The Lord of the Rings: Journeys in Middle-earth*, a fully cooperative, app-driven board game for one to five players! Every game, you and your friends form your own fellowship, taking on the roles of iconic characters and setting off on your own narrative campaign. Throughout these adventures, you must work together to unravel mysteries, fight enemies, and leave your own mark on Middle-earth.

REQUIRES FREE DIGITAL  
COMPANION APP

JME01 | \$99.95



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## GAMES

## IDW GAMES



## MEN IN BLACK UNDERCOVER

In Men In Black: Undercover, you'll play as a member of three different groups with three very different goals. The Men In Black are a secret organization who supervise alien activity on Earth and work to keep their existence hidden. Meanwhile, members of the Shadow Government are doing everything in their power to capture and weaponize aliens. Lastly, there are the Conspiracy Theorists, who are working toward proving the existence of aliens. Join a team and influence the aliens to join your cause. But make sure you aren't too obvious with your goals; after all you'll need to stay Undercover to win.

IDW 01744 ..... \$19.99

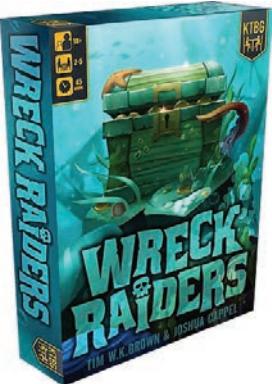
## KIDS TABLE GAMES



## BUGS ON RUGS

In Bugs on Rugs, players take turns drafting bug cards to their hand to make sets. At the end of the game players reveal their bug collections. The player who has made the most valuable hand of creepy crawlers WINS!

KTG 5001 ..... \$11.99

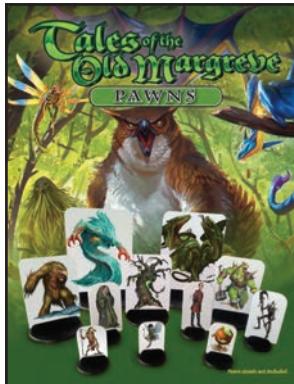


## WRECK RAIDERS

Draft your dice, place your workers into the glittering sea, and collect treasures from a seafloor overflowing with pirate shipwrecks.

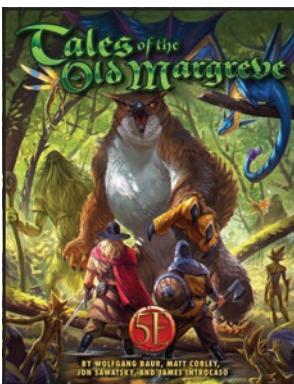
KTG 4002 ..... \$42.00

## KOBOLD PRESS

DUNGEONS & DRAGONS RPG:  
TALES OF OLD MARGREVE PAWNS

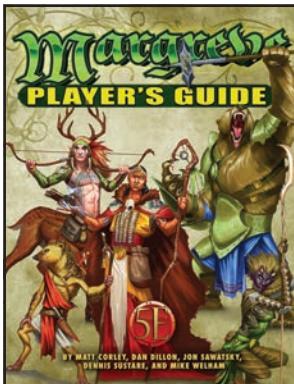
188 pawns to match the Tales of the Old Margreve adventures! These pawns for your 5th edition game featuring dangerous new monsters from the deep, dark forest in the Tales of the Old Margreve from Small to Huge! Scheduled to ship in May 2019.

PZO KOBMPAWN ..... \$25.99

DUNGEONS & DRAGONS RPG:  
TALES OF OLD MARGREVE  
HARDCOVER

5th Edition roleplaying adventures in the deep and menacing forest, for PCs level 1 to 10. This hardcover includes original locations, new monsters, and hidden lore to make any forest a dark wonderland. Scheduled to ship in May 2019.

PZO KOBTOTOM5E ..... \$39.99

DUNGEONS & DRAGONS RPG:  
MARGREVE PLAYER'S GUIDE

Full-color book of new druid and ranger spells, PC races including bearfolk and pineys, Hunting magic, Backgrounds, and much more to expand your options for characters from the deep woods. Includes a Circle of the Oak subclass by the original designer of the D&D Druid, Dennis Sustare!

Scheduled to ship in May 2019.

PZO KOBMPG5E ..... \$19.99

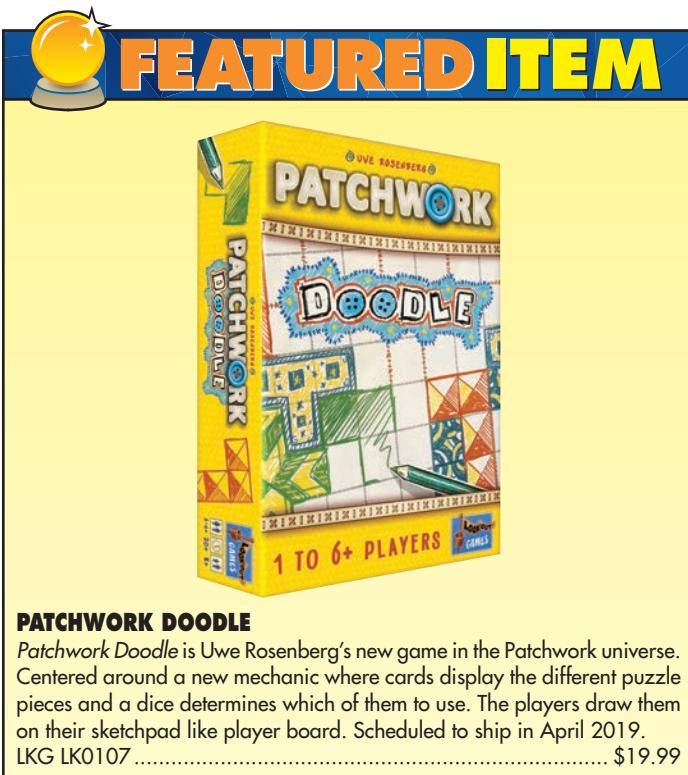
## LOOKOUT GAMES



## 1830 (REVISED EDITION)

1830 is a beloved classic from Francis Tresham's 18XX family and shines again in this 2018 revised edition. The game is about railway construction in eastern America and lets the players take part in it as businessmen who trade at the exchange market and invest into railway companies in order to expand the rail network and raise their own wealth. Scheduled to ship in April 2019.

LKG LK0043 ..... \$69.99



## PATCHWORK DOODLE

Patchwork Doodle is Uwe Rosenberg's new game in the Patchwork universe. Centered around a new mechanic where cards display the different puzzle pieces and a dice determines which of them to use. The players draw them on their sketchpad like player board. Scheduled to ship in April 2019.

LKG LK0107 ..... \$19.99

## LOONEY LABS



## STAR TREK: DEEP SPACE NINE FLUXX

Explore the farthest reaches of the universe in Star Trek: Deep Space 9 Fluxx! Work alongside Benjamin Sisko, Quark, Jadzia Dax, Worf and all your other favorite space station personnel while you try to gather Gold-Pressed Latinum and study The Wormhole. But watch our for nasty Surprises and Creepers like the Founders and the Jem'Hadar. Scheduled to ship in June 2019.

LOO 098 ..... \$20.00



**STAR WARS  
LEGION**  
**X-34 LANDSPEEDER  
UNIT EXPANSION**  
SWL36 \$49.95

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FOR TWO PEOPLE BLENDING IN”**

- K-2SO



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COMBAT ASSAULT TANK  
UNIT EXPANSION**

SWL35 \$59.95



[FANTASYFLIGHTGAMES.COM/SWLEGION](http://FANTASYFLIGHTGAMES.COM/SWLEGION)

Full contents not shown.

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# GAMES

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## LOST TREASURES GAMING



### WAR OF SUPREMACY

*War of Supremacy* is a free-for-all, king-of-the-hill style card game for 2-5 players. Players will take turns playing creature and spell cards from their hand, trying to outscore the current defender and take control of the territory. Players must master the three combat forms, find high scoring combinations in their cards, push their luck and know when to strike. If a player manages to defend a whole round against their opponents, they take the territory as a victory point and get one step closer to victory. Scheduled to ship in March 2019.

LTR 001 ..... \$39.00



### O/A ATILLA

MAX 8010MATH ..... PI



### O/A BRITAIN - UNION JACK-

MAX 8010MGBR ..... PI



### O/A CRIMSON RIDER

MAX 8010MCSR ..... PI



### O/A AMBUSH!

MAX 8010MAMB ..... PI



### O/A DEATH GRIP

MAX 8010MDGP ..... PI



### O/A ANOTHER ROUGH DAY

MAX 8010MNRD ..... PI



### O/A END OF THINGS

MAX 8010MEOT ..... PI



### O/A HASTA LA VISTA

MAX 8010MHLV ..... PI



### O/A APOCALYPSE RIO

MAX 8010MRIO ..... PI



### O/A USA - OLD GLORY

MAX 8010MUSA ..... PI

## MODIPHIUS



### KULT: DIVINITY LOST

*KULT: Divinity Lost* features a completely new rule-set based on the Apocalypse World engine, and the setting is updated to present day. Escape your nightmares, strike bargains with demons, and try to stay alive in a world full of pain, torture, and death. In *KULT: Divinity Lost*, the world around us is a lie. Mankind is trapped in an Illusion. But some of us see glimpses from beyond the veil. Scheduled to ship in March 2019.

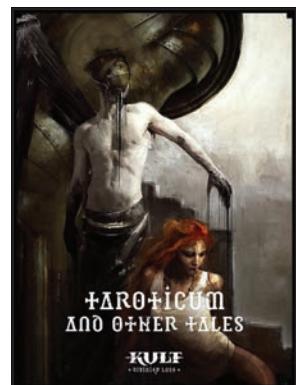
MUH TEMP01 ..... \$67.99



### KULT: THE BLACK MADONNA

*The Black Madonna* is a legendary *KULT* campaign previously unreleased outside of Sweden and France. Its six separate episodes lead the players into a haunting adventure connected to the Death Angel Chagidel and the Archon Binah, and their servants. Taking place in 1991 and set in a recently reunified Germany, the journey will lead the player characters into a Soviet Union on the brink of collapse, to unlock the mystery of what actually happened in Leningrad during World War 2. Scheduled to ship in March 2019.

MUH 050573 ..... \$44.99



### KULT: TAROTICUM & OTHER TALES

*Taroticum & Other Tales* contains seven stand-alone scenarios for *KULT: Divinity Lost*. They are set in different times and locations and explore different parts of the Kult mythos. The scenarios are all designed to be quick and easy to pick up and play. Scheduled to ship in March 2019.

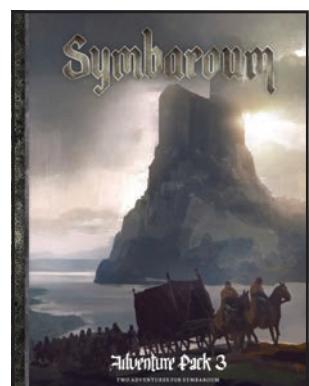
MUH 050547 ..... \$44.99



### KUNG FU PANDA: THE BOARD GAME

A furious real time dice rolling miniatures action adventure game where Po and the Furious Five must go on quests to battle villains and save the Valley of Peace. Choose your favorite Kung Fu Master to play through the game and experience massive replay value with 3 different modes, varieties of characters to play as and special moves to try over 9 unique Scenarios. Includes Young Masters mode and tutorial Scenarios specifically designed for younger plays. Scheduled to ship in May 2019.

MUH 050369 ..... \$59.99



### SYMBAROUM: ADVENTURE PACK 3

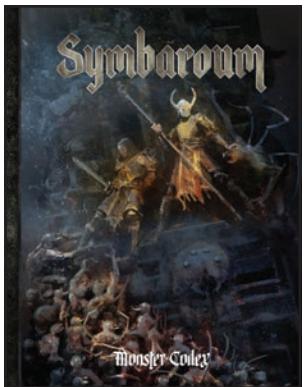
*Adventure Pack 3* includes two scenarios that in different ways deal with the Sun Church, and the spiritual conflicts of the Ambrian people. The Howling of Damned Gods is set in the border village Prios Pass, where a caravan is about to arrive, laden with desperate refugees and the darkness of the depraved south. The second adventure, Whats Bred in the Bone, takes the player characters to young Duke Ynedars city Ravenia, where the mingling of barbarians and Ambrians creates both excellent partnerships and agonizing conflicts. Scheduled to ship in March 2019.

MUH 051614 ..... \$29.99



## GAMES

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### SYMBAROUM: MONSTER CODEX

The Symbaroum Monster Codex makes the settlements, woods and vales of the Davokar region more dangerous than ever before! More than a hundred creatures, monsters and abominations are crammed together between these covers - some of them well known, others only mentioned in legends and fairy tales; some unstoppably hungry, others open to negotiations; some presented in detail, others with only short descriptions. Combined with the guidelines on how to create creatures of your own, the content of this bestiary should provide material for hundreds of hours at the gaming table! Scheduled to ship in March 2019.

MUH 051611 ..... \$44.99

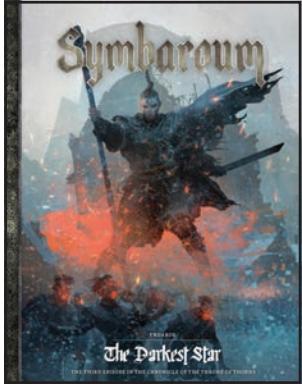


### SYMBAROUM:

#### MONSTER & TRAIT CARDS

The two decks in this box feature all 56 monstrous traits which characterize the predators, monsters and abominations in the world of Symbaroum. Adding to this are 63 creature cards, complete with stats and tactics, and divided into the categories Bright Davokar, Dark Davokar, Corrupt Davokar and Wilderness. The cards are primarily designed to be used by the Game Master, for easy access to the values and abilities of various creatures, but they may also be used to randomly make up thrilling encounters in the woods and mountains, or on the rivers. Scheduled to ship in March 2019.

MUH 051612 ..... \$22.99

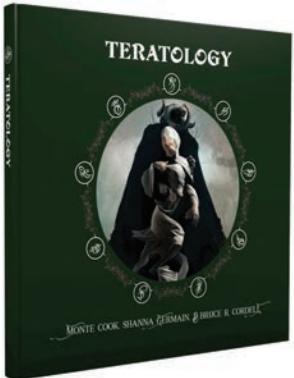


### SYMBAROUM: YNDAROS - THE DARKEST STAR

A warm welcome to Yndaros. The aching heart of the Ambrion realm, and the stage where episode three in the *Chronicle of the Throne of Thrones* plays out. This book features resources for both players and Game Masters, describing a new setting, introducing new rules and presenting an epic adventure where the players wits, as well as the characters abilities, will be pitted against truly daunting challenges. Scheduled to ship in March 2019.

MUH 051613 ..... \$39.99

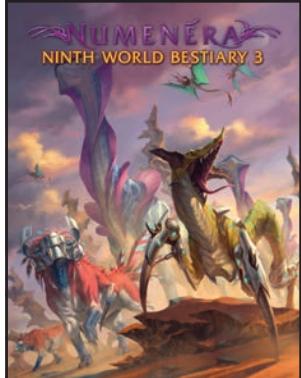
## MONTE COOK GAMES



### INVISIBLE SUN: TERATOLOGY

There are many creatures cataloged within the Black Cube, but the Actuality is a big place. Every day, new entities and surreal beasts are discovered by explorers, conjurers, and other (often unfortunate) individuals. Taramoc Eslin, famed trailblazer, has compiled not just another bestiary, but the bestiary that she calls the Teratology. Scheduled to ship in April 2019.

MKG 224 ..... \$45.00



### NINTH WORLD RPG: BESTIARY 3

This lavishly illustrated tome brings over 130 new Ninth World creatures to life. Innovative features such as size comparison diagrams, one-creature-per-page layout, and heavy cross-referencing make this book a joy to use at the gaming table or while prepping your adventures! And it includes encounter tables featuring creatures from *Numenera Discover* and *Numenera Destiny* corebooks, plus all three Ninth World Bestiaries, making it easy to look up creatures from every major source.

MKG 168 ..... \$44.99

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**Kitty Paw**  
Paw your way to victory!

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Rules in English / Japanese

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## SPOTLIGHT ON



PZO 6040 ..... \$59.99

**PATHFINDER ADVENTURE CARD GAME: CORE SET (REVISED EDITION)**

This complete cooperative strategy game pits 1 to 4 players against monsters, perils, and traps as you become the heroes of Belhaim. As the towns new champions, an unending world of adventure awaits. Compatible with past Pathfinder Adventure Card Game releases! Scheduled to ship in May 2019.

**PATHFINDER RPG: THE TYRANT'S GRASP POSTER MAP FOLIO**

Explore lands of valor and mystery in the Tyrant's Grasp Poster Map Folio. Pore over masterful cartography and plan exciting adventures with these three massive poster maps designed for use with the Tyrant's Grasp Adventure Path. Scheduled to ship in May 2019.

PZO 92115 ..... \$19.99

**STARFINDER RPG: FLIP-MAT - SPACEPORT**

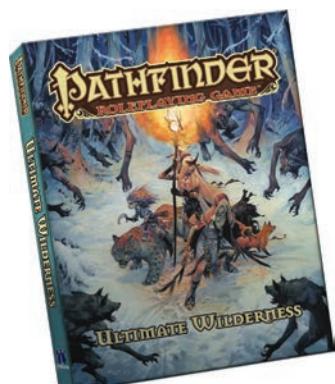
Whether the heroes need a friendly port in which to land their starship or are preparing to embark on a starliner bound for distant worlds, no Game Master wants to spend precious game time drawing every docking clamp and departure gate. Fortunately, with Paizo's latest Starfinder Flip-Mat, you don't have to! Scheduled to ship in May 2019.

PZO 7313 ..... \$14.99

**PATHFINDER ADVENTURE CARD GAME: CURSE OF THE CRIMSON THRONE**

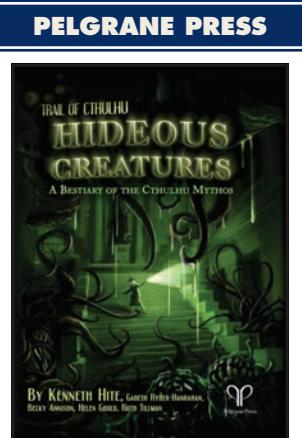
This expansion to the popular cooperative Pathfinder Adventure Card Game pits 1 to 6 players against monsters, perils, and traps as you save the city of Korvosa from threats both ancient and new. Compatible with past Pathfinder Adventure Card Game releases! Scheduled to ship in May 2019.

PZO 6041 ..... \$49.99

**PATHFINDER RPG: ULTIMATE WILDERNESS (POCKET EDITION)**

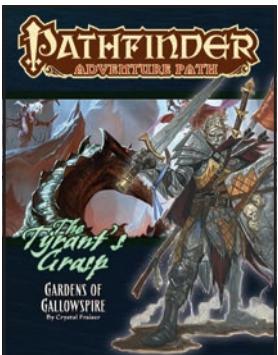
Wild, untamed lands hold a wealth of mystery and danger, providing the perfect backdrop for heroic adventure. Whether adventurers are climbing mountains in search of a dragon's lair, carving their way through the jungle, or seeking a long-lost holy city covered by desert sands, Pathfinder RPG Ultimate Wilderness gives them the tools to survive the wilds. Scheduled to ship in May 2019.

PZO 1140-PE ..... \$19.99

**HIDEOUS CREATURES: A BESTIARY OF THE CTHULHU MYTHOS**

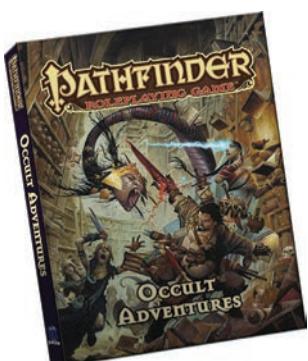
A collection of 31 Lovecraftian monsters, written for Trail of Cthulhu but usable in any Mythos horror game. Featuring nine all-new creatures that have never taken stat-block form in any game before! In Hideous Creatures: A Bestiary of the Cthulhu Mythos, we present a comprehensive look at Lovecraft's hideous creatures, from as many angles as we can. Creatures are not just antagonists to fight or flee from; they are entire adventures by themselves, leaving physical traces, occult clues and madness in their eldritch wake. Scheduled to ship in February 2019.

PEL GT47 ..... \$49.95

**PATHFINDER RPG: ADVENTURE PATH - THE TYRANT'S GRASP PART 4 - GARDENS OF GALLOWSPIRE**

As the heroes escort survivors from the doomed city of Vigil, they receive an urgent message from their mysterious patron. The Whispering Tyrant is working his way free of his imprisonment in Gallowspire, and the time is at hand to strike! Scheduled to ship in May 2019.

PZO 90142 ..... \$24.99

**PATHFINDER RPG: OCCULT ADVENTURES (POCKET EDITION)**

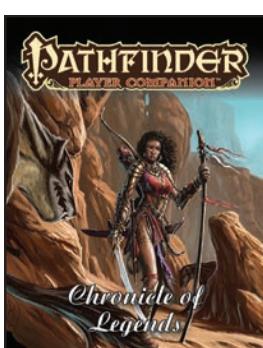
There is an unseen world all around you. On the streets and in the halls of power, in your dreams and across the bizarre planes of the multiverse, there are those who walk among us like giants among ants, twisting reality to their wills in their search for ancient knowledge. Scheduled to ship in May 2019.

PZO 1132-PE ..... \$19.99

**STARFINDER RPG: ADVENTURE PATH - DAWN OF FLAME 4 - THE BLIND CITY**

An ancient, eldritch tablet the heroes recovered during their previous adventure needs translating. However, when they take it to an expert for help, cultists of Azathoth attempt to steal the object for their own sinister purposes. Scheduled to ship in May 2019.

PZO 7216 ..... \$22.99

**PATHFINDER RPG: PLAYER COMPANION - CHRONICLE OF LEGENDS**

The stories not over yet! The Pathfinder Chronicles detail exploits and discoveries from members of the Pathfinder Society from all over Golarion. Scheduled to ship in May 2019.

PZO 9496 ..... \$14.99



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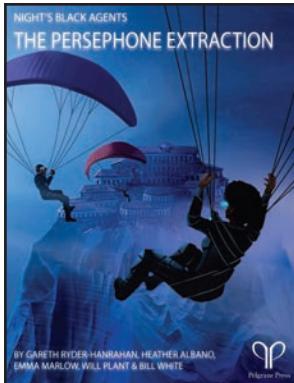
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### THE PERSEPHONE EXTRACTION

The *Persephone Extraction* is a collection of five interlinked adventures for the award-winning Nights Black Agents system, which can be run in any order as a campaign, or as stand-alone adventures. Five desperate adventures to save the living from the hungry dead! The *Persephone Extraction* is a campaign for Nights Black Agents, combining primal horrors from classical mythology with the modern terrors of conspiracy and bioterrorism, and tracking the undead from Paris to the ultra-rich set in Barcelona, through the closed cities of Arctic Russia, to the islands of Greece and the classical underworld in ancient Turkey. Scheduled to ship in February 2019.

PEL GN14 ..... \$26.95



### PLAID HAT GAMES



## FEATURED ITEM



### ASHES: THE GRAVE KING EXPANSION

James Endersight is no stranger to suffering, and his resolve has been steeled by the losses he's endured. The Phoenixborn of Marrowden leads an army of undead allies into battle in order overwhelm his enemies and claim dominion over all of Argia. Scheduled to ship in April 2019.

PHG PH1215 ..... \$14.95



## FEATURED ITEM



### ASHES: THE PROTECTOR OF ARGIA EXPANSION

Fiona Mercywind has stood by long enough. The Phoenixborn of Birdsnest can no longer stay out of the battle raging across Argia. Scheduled to ship in April 2019.

PHG PH1216 ..... \$14.95

## PRIVATEER PRESS

### HORDES

Scheduled to ship in April 2019.



### GRYMKIN BARON TONGUELICK, LORD OF WARTS SOLO (RESIN AND WHITE METAL)

PIP 76032 ..... \$17.99



### TOKYO TRIUMPH BUILDING (RESIN)

PIP 51055 ..... PI

### WARMACHINE

Scheduled to ship in April 2019.



### MERCENARIES STEELHEAD CANNON CREW UNIT (3) (RESIN AND WHITE METAL)

PIP 41154 ..... \$34.99



### GRYMKIN MALADY MAN UNIT (2) (RESIN AND WHITE METAL)

PIP 76034 ..... \$22.99



### MERCENARIES STEELHEAD MORTAR CREW UNIT (3) (RESIN AND WHITE METAL)

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### GRYMKIN NEIGH SLAYER WARHORSE COMMAND ATTACHMENT (RESIN AND WHITE METAL)

PIP 76035 ..... \$26.99



### MERCENARIES STEELHEAD VOLLEY GUN CREW UNIT (3) (RESIN AND WHITE METAL)

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### MONSTERPOCALYPSE

Scheduled to ship in April 2019.



### IMPERIAL STATE BUILDING BUILDING (RESIN)

PIP 51056 ..... PI

## DICE SETS

### DWARVEN BLACK & WHITE

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### SIGNAL OF SCREEN

QWS STAR85 ..... \$13.00

### STARFINDER DAWN OF FLAME

QWS STAR2H ..... \$13.00

### STARFINDER

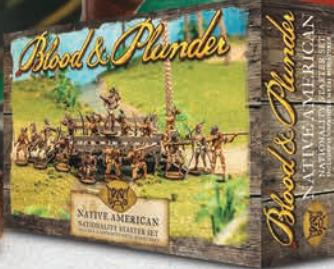
QWS DTAR67 ..... \$13.00

# Blood & Plunder

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Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.

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## SLAP IT! (RGS00525)

- Monsters are pouring out of an open portal!
- When you encounter a monster, be the first to Slap it!
- Make sure you only slap the correct monster based on the rolled dice!

MSRP: \$15    Ages: 7+    2-8 Players    10-15 Min

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## GHOSTBUSTERS CARD GAME (RGS00852)

- Compete to collect ghosts from the Ghostbusters universe!
- Call on your friends to help you set ghost traps!
- Capture the highest point ghosts on the board!

MSRP: \$20    Ages: 8+    2-5 Players    20-30 Min

Available Now!



## BARGAIN QUEST: BONUS PACKS DISPLAY (RGS00898)

- Includes three unique bonus packs to expand Bargain Quest!
- Add your favorite heroes from Tabletop Titans, 8-Bit Theater, and Penny Acade's Acquisitions Incorporated!

MSRP: \$45    Ages: 8+    2-6 Players    30-60 Min

May Release!

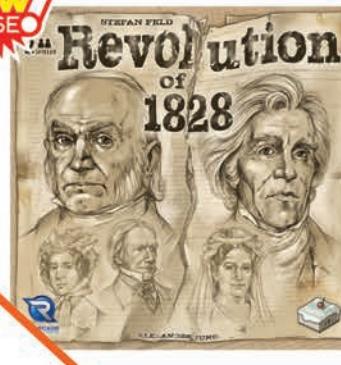
NEW!  
RELEASE!

## REVOLUTION OF 1828 (RGS00890)

- Become the 7th President of the United States of America!
- Campaign for votes as either John Quincy Adams or Andrew Jackson!
- Created by award-winning designer Stefan Feld!

MSRP: \$30    Ages: 12+    2 Players    30-60 Min

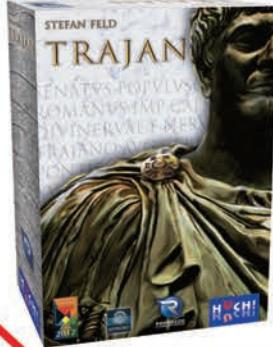
May Release!

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## TRAJAN (RGS00853)

- Outmaneuver your opponents to build up the growing city of Rome.
- Choose your actions carefully with your personal rondel.
- Created by famed designer Stefan Feld

**MSRP:** \$70    **Ages:** 13+    **2-4 Players**    **60-120 Min**

**Available Now!**

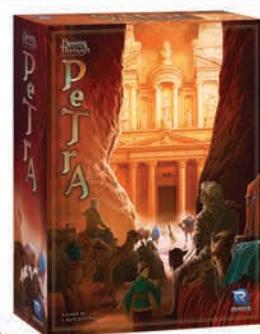
GAMES

## PASSING THROUGH PETRA (RGS00832)

- Push tiles through canyons & markets to maximize profits
- Expand your influence by adding market stalls, buildings, and hiring villagers.
- Unique action selection on a spatial grid.

**MSRP:** \$60    **Ages:** 14+    **2-4 Players**    **60 Min**

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## OUTBREAK: UNDEAD.. 2ND ED SURVIVOR'S TOKENS (RGS00845)

- Who's in a position to help you survive? Check your companions' tokens to see!
- Simplify your skill checks with 10 Green Degree of Success Tokens and 10 Red Degree of Failure Tokens

**MSRP:** \$9.99    **Designer:** Christopher J. De La Rosa

**Artist:** Anthony Jones, Shar Tuiaso, Kent E. Davis, Caleb Cleveland, and Christopher J. De La Rosa

**May Release!**

NEW RELEASE



## OUTBREAK: UNDEAD.. 2ND ED GAMEMASTER'S TOKENS (RGS00856)

- Track your Risk pool with these premium acrylic tokens!
- How easily can your players heal? The Red Damage tokens will help you visualize their current Damage!
- Includes 11 Yellow Triangular Risk Tokens and 10 Red Square Damage Tokens.

**MSRP:** \$9.99    **Designer:** Christopher J. De La Rosa

**Artist:** Anthony Jones, Shar Tuiaso, Kent E. Davis, Caleb Cleveland, and Christopher J. De La Rosa

**May Release!**

NEW RELEASE



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## ROXLEY GAMES

**DICE THRONE: SEASON TWO BOX  
4 - SERAPH VS. VAMPIRE LORD**

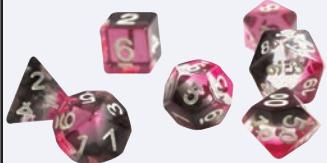
Welcome to Dice Throne! A heart pumping, fast playing game of skillful card play & dice manipulation that will have your game nights cheering!

ROX 605 ..... \$24.95

**SIRIUS DICE****RPG DICE SETS (7)**

Scheduled to ship in March 2019.

## SPOTLIGHT ON

**GREEN, BLUE TRANSLUCENT**  
SDZ 0002-05 ..... \$15.99**PINK, BLACK, RED MARBLE**  
SDZ 0002-08 ..... \$15.99**PINK, CLEAR, BLACK RESIN**  
SDZ 0002-01 ..... \$15.99

## SPOTLIGHT ON

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SDZ 0002-02 ..... \$11.99**SOLID BLACK, GOLD INK**  
SDZ 0002-03 ..... \$5.99**WHITE CLOUD, PINK INK**  
SDZ 0002-09 ..... \$9.99**YELLOW, RED TRANSLUCENT**  
SDZ 0002-06 ..... \$15.99

## SPOTLIGHT ON

**DICE BAG: REVERSIBLE -  
PURPLE AND GOLD, LEATHER  
STRING, COPPER CLASP**

Scheduled to ship in March 2019.  
SDZ 0000-01 ..... \$14.99

## SPOTLIGHT ON

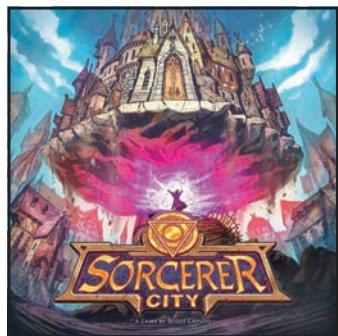
**DICE TRAY: HEXAGON,  
FOLDING - BURGUNDY,  
COPPER BUTTONS**

Scheduled to ship in March 2019.  
SDZ 0000-02 ..... \$16.99

**GUARDIAN'S CALL**

*Guardian's Call* is a bluffing and deduction game for 2-5 players. Each player is a renowned Guardian, leader of their clan. To prepare the best defense for your people, you must gather weapons, shields, spells, and artifacts. Collect provisions each turn, and then make an offer of aid to another player, who must then decide if your offer is sincere. Deceiving them, or detecting their deception in turn, means the difference between keeping the provisions and losing them to the other players.

SKY 3495 ..... \$40.00

**SORCERER CITY**

Every year, Sorcerer City is built and rebuilt in magical new ways, with city blocks moving and rotating in crazy directions. You and your fellow players are rival wizard architects in charge of building the same city district over 5 years, expanding and rebuilding to gain the most Money, Influence, Raw Magic, and Prestige. Unfortunately, Sorcerer City has a bit of a monster problem, so you must work hard to mitigate the effects of marauding creatures that attack your city district. The architect with the most Prestige at the end of 5 years will be crowned the new head wizard of Sorcerer City.

SKY 3770 ..... \$50.00

## SKYBOUND ENTERTAINMENT



**THE GRIMM FOREST:  
THE GRIMM MASQUERADE**  
The Grimm Masquerade is a light strategic deduction game in the world of the Grimm Forest. Players take the roles of legendary fairy tale characters at the Beast's masquerade, and must deduce the identity of their opponents before their own identity is discovered.

SKY 3771 ..... \$25.00

**THE WALKING DEAD:  
SOMETHING TO FEAR**

*The Walking Dead: Something to Fear* is a semi-cooperative set collection game in which players must form uneasy alliances to secure their place in the group, while dealing with threats to their life, both living and dead. Scheduled to ship in March 2019.

SKY 3773 ..... \$20.00

# The Fantasy Trip™

Out of print for decades, Steve Jackson's classic roleplaying game returns!



## The Fantasy Trip: Melee & Wizard POP Display

Six stand-alone games! Each POP display contains three copies of *The Fantasy Trip: Melee* and *The Fantasy Trip: Wizard*. Create fighters and wizards to face your opponent's characters in an arena duel to the death. The rules for these exciting stand-alone games form the basis of *The Fantasy Trip* roleplaying system! For 2 or more players.

## The Fantasy Trip: Death Test



Two pre-programmed adventures for *Melee* and *Wizard*. The mighty Thorsz is hiring guards. But the test is a killer. You have to make it through his labyrinth full of traps, monsters, and other would-be guards! For 1-4 players.

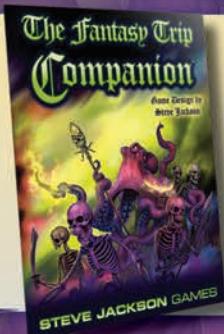


## The Fantasy Trip: In the Labyrinth

Old-school dungeon-crawling at its best. Welcome to a world where swords and sorcery meet fragments of super-science, medieval knights battle monsters, and wizards labor in their towers to cast ever-more-powerful spells. This book covers roleplaying, character creation and experience, and advanced magic and combat rules for players who already have *Melee* and *Wizard*.

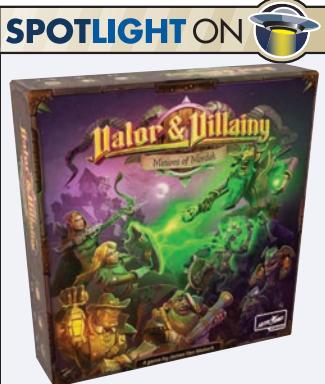
## The Fantasy Trip: Legacy Edition

A treasure trove of adventure! Includes *Melee*, *Wizard*, *Death Test*, *In The Labyrinth*, the adventure module *Tollenkar's Lair*, a GM screen, megahexes for your encounters, high-quality color maps, and much more! Packed in an enormous 10.75" x 13.75" x 5" box.



## The Fantasy Trip: Companion

A *Fantasy Trip* anthology! The *TFT Companion* is a collection of articles starting with Steve Jackson's original designer's notes and errata published in *The Space Gamer* in 1980. It includes expansions, and adventures created by fans for the magazines of the day, and closes with a collection of the articles posted online as part of the *TFT* Kickstarter in 2018.

**VALOR & VILLAINY:  
MINIONS OF MORDAK**

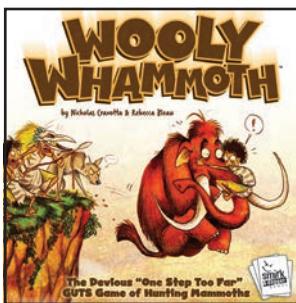
*Valor & Villainy: Minions of Mordak* is a 1 vs many fantasy RPG board game. Playing off all the most ridiculous tropes of the genre, V&V casts one player as the nefarious wizard Mordak and pits them against the rest of the players who play as noble heroes from the 'Order without Borders.' The heroes must scour the land for the source of Mordak's power, while Mordak gathers his power and summons an army of monstrous creatures, all culminating in an epic showdown of good vs. evil.

SKY 3772.....\$40.00

**PLANETARIUM (REPRINT)**

Matter swirls around a new born star, coalescing on the planetoids that orbit it. Planets evolve, grow and migrate in their orbits, forming a unique solar system by the end of every game. *Planterium* is a game of creation, chaos and terraforming on the grandest scale. Scheduled to ship in April 2019.

GSU SPK2205 .....\$45.00

**SMIRK & DAGGER****WOOLY WHAMMOTH**

To feed your prehistoric clan, your tribespeople must force Mammoths over the side of a cliff. Just be careful that you don't sink into a tar pit, get stomped by a Mammoth or run right off the cliff yourself in the process. This 'Guts-style' game has you trying to out think your opponents and maneuver them into harm's way... until WHAMM!, one tribe emerges victorious.

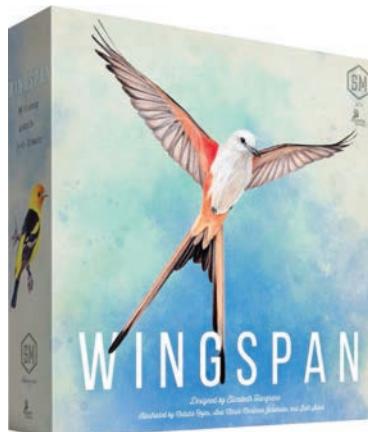
Scheduled to ship in May 2019.

SND 0068.....\$34.99

**PLANETARIUM:  
PRIMORDIAL EXPANSION**

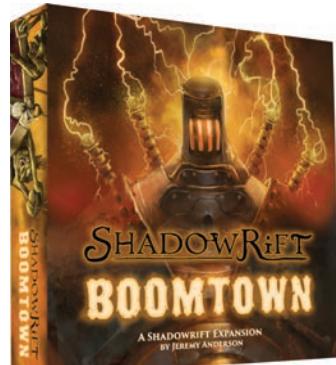
*Primordial*, is the first expansion for *Planterium* and adds exciting new astronomical phenomena to your games of *Planterium*! Choose to add up to two new modules to the game: Epochs and Frost Line. Scheduled to ship in July 2019.

GSU SPK2206 .....\$35.00

**STONEMAIER GAMES****WINGSPAN**

*Wingspan* is a competitive bird-collection, engine-building game for 1-5 players. You are bird enthusiasts/researchers, bird watchers, ornithologists, and collectors seeking to discover and attract the best birds to your aviary. Each bird extends a chain of powerful combinations in one of your habitats. The winner is the player with the most points accumulated from birds, bonus cards, end-of-round goals, eggs, cached food, and tucked birds. Scheduled to ship in March 2019.

STM 900 .....\$55.00

**STARLING GAMES****SHADOWRIFT:  
BOOMTOWN EXPANSION**

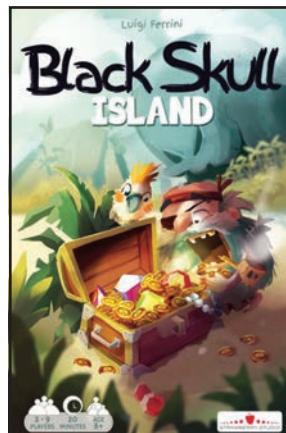
Two new monster factions join the assault. The Goblins bring evil magics, crude weaponry, and an excessive amount of explosive bombs with them. In contrast to the Goblins, the gargantuan Colossus assails heroes and villagers alike with powerful claws, and horrendous weapons embedded throughout its giant horrific body. Scheduled to ship in October 2019.

GSU STG1415.....\$25.00

**STEVE JACKSON  
GAMES****FANTASY TRIP: DEATH TEST**

The mighty Thorsz is hiring guards. But the test is killer. You have to make it through his labyrinth full of traps, monsters, and other would-be guards! This is not a stand alone game. You'll need the Melee map and the Melee and Wizard rules.

SGJ 3454.....\$19.95

**STRAWBERRY STUDIO****BLACK SKULL ISLAND**

*Black Skull Island* is a game of pirate intrigue for 2 to 9 treasure hunting sea-wolves ready to fill their pockets with pure gold! It is a wild pirate adventure which plays fast enough to fit into your lunch break, but packs enough of a punch to entertain a group of friends for a whole night! Scheduled to ship in February 2019.

STR 007 .....\$19.95

**STRONGHOLD GAMES****SECOND CHANCE**

In this two player abstract strategy game, players attempt to capture or eliminate all their opponent's pieces. Pieces are captured by jumping over them, checkers style, and placing them in a special zone on the board. These pieces can be rescued by an uncaptured piece moving through the capture zone. The piece which freed the others is then crowned. This offers the piece more options for movement while at the same time making it vulnerable to elimination, as the crowned pieces are removed from the board if an opponent jumps them.

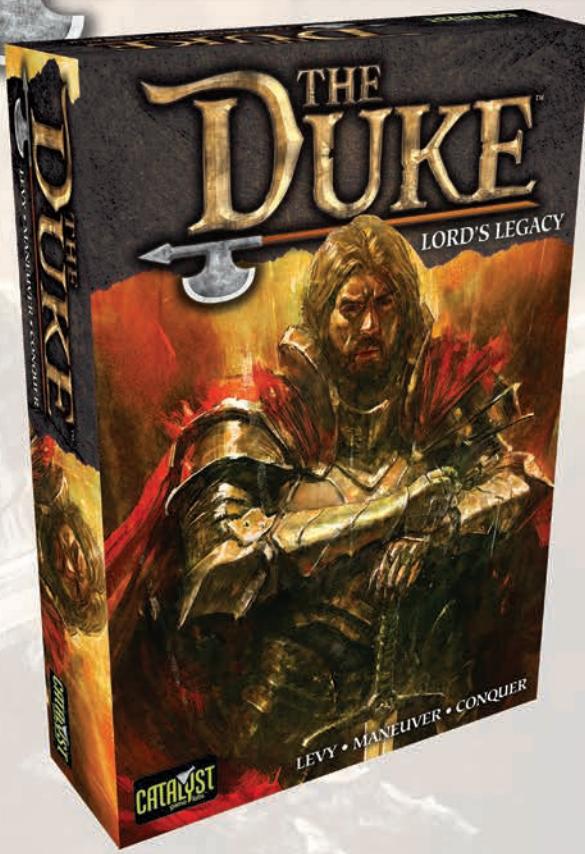
SHG 8043.....\$19.95

**SUBTEXT**

Each round, one person is the dealer. This player looks at their word, then shuffles that card into the cards for the other players and distributes them randomly. By doing this, one player will have the same word as the dealer, but nobody not even the dealer knows who it is. The dealer then draws a picture, and you want to hint at your word so that ideally only the person who has the same word will understand what you're depicting. Points are awarded based on the number of incorrect guesses, but the dealer and their partner have to guess correctly to even get points.

SHG 8044.....\$44.95

# THE DUKE™



LEVY,  
MANEUVER,  
CONQUER

The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your own.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!

**CATALYST**  
game labs™

[CATALYSTGAMELABS.COM](http://CATALYSTGAMELABS.COM)

## STUDIO 71

## SPOTLIGHT ON

**CYANIDE & HAPPINESS****FIGURES DISPLAY (12)**

*Cyanide & Happiness*'s characters have finally entered the real world! Now you'll never have to be alone, crying yourself to sleep at night over the choices you've made, oh god, every single last one of them. Now you'll have a *Cyanide & Happiness* mini-collectible figure to calm, console, and seduce you, depending on the music and mood lighting. Each box contains either a random common, uncommon, or rare figure, including The Buttshark, Shark Rad, or even our Lord God Himself! Collect them all and you'll never be sad again! Scheduled to ship in March 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

S71 003.....\$119.88

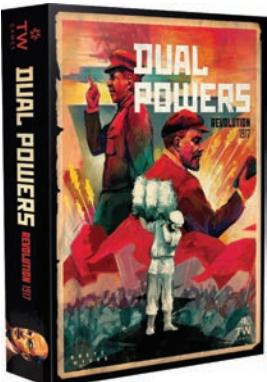
**THE BINDING OF ISAAC:  
FOUR SOULS COLLECTIBLE  
FIGURES PACK (3)**

Edmund McMillen and Studio71 Games present collectible figures inspired by the *The Binding of Isaac: Four Souls* card game. Each figure stands about 3 inches high and comes with a clear plastic base. Each figure comes in an individual box packaged as part of a set of 3. Scheduled to ship in March 2019.

S71 004.....\$49.99



## THUNDERWORKS GAMES

**DUAL POWERS:  
REVOLUTION 1917**

*Dual Powers: Revolution 1917* is an area control strategy game for 1-2 players. Each player directs the forces of the conservative Provisional Government or the socialist activists of the Petrograd Soviet in a struggle for power and influence that will shape Russia's future and either launch or suppress the impending civil war. Scheduled to ship in February 2019.

TWK 500.....\$39.95

## TIPTOP THINGS

**AIR DECK ASTRONAUTS**

TPT 1006.....\$6.95

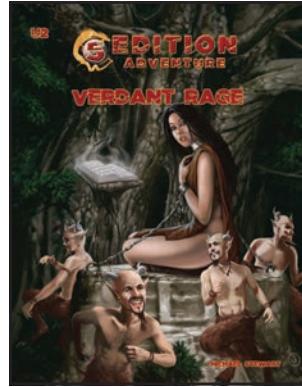
**AIR DECK CLASSIC GREEN**

TPT 1004.....\$6.95

**AIR DECK STARFIELD WARP**

TPT 1005.....\$6.95

## TROLL LORD GAMES

**5TH EDITION ADVENTURES:****U2 - VERDANT RANGE**

For many long years, the Druid Argus has kept the Forest of Everwood safe. His efforts have pitted him against foes great and small. In his obsessive quest to keep the forest at peace and those within it safe from harm, he has sought and gained access to the Liber Mortis. That dread book of the undead has ever been a bane to men. The book has corrupted Argus and transformed him into a monstrosity the likes of which the forest realm has not seen in many years. So, it is that the Dryad Eva has come to the Halls of Men seeking aid for her kin and her forest. Designed for 4-6 characters of 3rd-5th level Scheduled to ship in February 2019.

TLG 19327.....\$10.99

## ULTRA PRO INTERNATIONAL

**POKEMON: SUN & MOON****10 PORTFOLIOS**

Scheduled to ship in May 2019.

**4-POCKET**

UPI 85881-P.....PI

**9-POCKET**

UPI 85880-P.....PI

## WARLORD GAMES

**BLOOD RED SKIES**

Scheduled to ship in March 2019.

**BRITISH BOULTON PAUL DEFIANT SQUADRON (METAL)**

WLG .....PI

**BRITISH BRISTOL BEAUFIGHTER ACE - BOB BRAHAM**

WLG 772212002.....PI

**BRITISH BRISTOL BEAUFIGHTER SQUADRON (METAL)**

WLG 772212001.....PI

**BRITISH RAF CARD SET**

WLG 779512001 .....PI

**BRITISH SPITFIRE MKIX ACE - PIERRE CLOSTERMAN**

WLG 772212004 .....PI

**BRITISH SUPERMARINE SPITFIRE MKIX SQUADRON (METAL)**

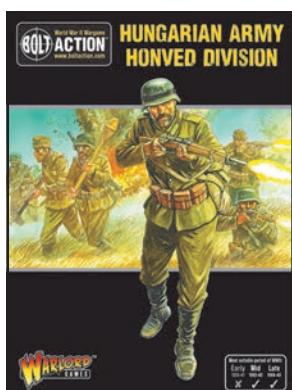
WLG 772212005 .....PI

**BOLT ACTION**

Scheduled to ship in March 2019.

**GERMAN HEER PAK 43 ANTI-TANK GUN**

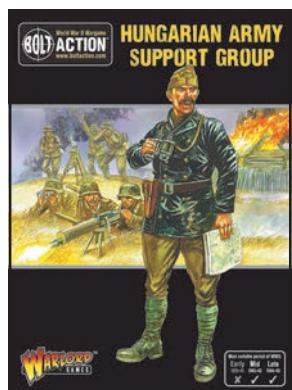
WLG 402212008 .....PI

**HUNGARIAN 39M CSABA ARMOURED CAR**

WLG 402417401 .....PI

**HUNGARIAN ARMY HONVED DIVISION SECTION**

WLG 402217401 .....PI

**HUNGARIAN ARMY SUPPORT GROUP**

WLG 402217407 .....PI

**HUNGARIAN PARACHUTE ASSAULT SECTION**

WLG 402217406 .....PI



**NEW!**

# HOBBY PAINT

**YOUR ARMY READY FOR BATTLE**

Vallejo Hobby Spray Paint is the easiest and quickest way to get your Army fully painted and ready for battle.

Hobby Spray Paint is a perfect combination of base coat and highly pigmented color, developed for use on all metal, plastic and resin models and miniatures. Our new original and unique AV spray formula leaves a perfect matt and self levelling finish, designed to respect and bring forth even finest details of the models and miniatures. The new Spray Colors are a perfect match to the corresponding shades available in our Game and Model Color ranges, so both painting techniques can be combined.



## COLOR CHART

### Fantasy Colors



28.013

28.014

28.015

28.016

28.017

28.018

28.019

28.020

28.021

28.022

28.023

Bonewhite

Leather Brown

Desert Yellow

Scarlet Red

Ultramarine Blue

Sun Yellow

Beasty Brown

Wolf Grey

Silver

Dead Flesh

Bloody Red

### AFV Colors



28.024

28.025

28.026

28.027

28.028

28.029

28.030

28.031

28.001

28.002

28.003

Pale Flesh

Alien Purple

Dark Green

Goblin Green

Sick Green

Gory Red

Magic Blue

Gunmetal

Panzer Yellow

Panzer Grey

Russian Green 4BO

### Infantry Colors



28.004

28.005

28.006

28.007

28.008

28.009

UK Bronze Green

US Olive Drab

German Field Grey

Russian Uniform

English Uniform

US Khaki

### Basic Colors



28.010

28.011

28.012

White

Grey

Black



**Hobby Paint Spray**  
is equipped with  
two different nozzles.

**Skinny Cap:**  
Low discharge flow,  
recommended for fine lines  
and small details.

**Pocket Cap:**  
Medium discharge flow,  
recommended for thicker lines  
and for covering larger surfaces.



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## GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

**BOLT ACTION™**  
World War II Wargame  
[www.boltaction.com](http://www.boltaction.com)

**PAINT 18ML**

Scheduled to ship in March 2019.

BAZOOKA GREEN	PIAT GREEN
WLG 822510026.....PI	WLG 822510025.....PI
BRITISH BATTLEDRESS	PITCH BLACK
WLG 822510021.....PI	WLG 822510003.....PI
LEATHER	PURE WHITE
WLG 822510018.....PI	WLG 822510004.....PI
CAUCASIAN SKIN	ROYAL BLUE
WLG 822510009.....PI	WLG 822510006.....PI
DANGER RED	SOVIET BODY ARMOUR
WLG 822510005.....PI	WLG 822510017.....PI
DARK GUNMETAL	SOVIET GREATCOAT BROWN
WLG 822510010.....PI	WLG 822510019.....PI
DRAB KHAKI	SOVIET KHAKI GREEN
WLG 822510020.....PI	WLG 822510016.....PI
GERMAN ARMY FIELD GREY	SUBMARINE YELLOW
WLG 822510011.....PI	WLG 822510007.....PI
GERMAN ARMY GREY GREEN	US ARMY GREEN
WLG 822510013.....PI	WLG 822510030.....PI
GERMAN HELMET GREEN	US ARMY WEBBING
WLG 822510012.....PI	WLG 822510029.....PI
GREEN WEBBING	US GAITERS BROWN
WLG 822510022.....PI	WLG 822510028.....PI
KHAKI WEBBING	WOOD BROWN
WLG 822510023.....PI	WLG 822510008.....PI
PANZERFAUST BROWN	ZELTBAHN CAMO BROWN
WLG 822510015.....PI	WLG 822510014.....PI

**WETA WORKSHOP****GKR: SWEET & SALTY FACTIONS EXPANSION**

Got your copy of GKR: Heavy Hitters? Shake up the corporation domination with the *Sweet and Salty* Factions Expansion. The Robot Rumble has returned with two new factions. Jaws will be broken. Blood pressure will rise.

WET 02739 ..... \$129.00

**WIZARDS OF THE COAST**

**FEATURED ITEM**

**MAGIC THE GATHERING**

**MAGIC THE GATHERING CCG: 2019 CHALLENGER DECK DISPLAY (8)**

Forged from some of the most powerful strategies in Standard, these decks are geared toward Standard play at Friday Night Magic. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C62750000.....\$239.99

**WIZKIDS/NECA****MARVEL HEROCLIX: AVENGER BLACK PANTHER AND THE ILLUMINATI BOOSTER BRICK**

The Illuminati originated as the worlds most powerful think-tank, operating in secret and representing the interests of all superhuman communities. This 5-figure booster release features many fan-favorite sub-themes like The Avengers, Wakanda, The Cabal, Elders of the Universe, The Illuminati, as well as brand-new equipment-objects like the Cosmic Cube, Infinity Gems, and the Infinity Gauntlet! Scheduled to ship in June 2019.

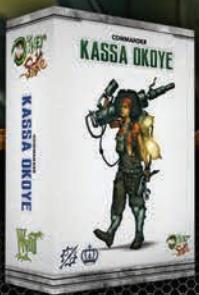
WZK 73477 ..... \$129.90

**MARVEL HEROCLIX: AVENGER BLACK PANTHER AND THE ILLUMINATI DICE AND TOKEN PACK**

The *Marvel HeroClix: Avengers Black Panther and the Illuminati* Dice and Token Pack contains 2 custom dice featuring a special Black Panther icon to celebrate the release of the *Marvel HeroClix: Avengers Black Panther and the Illuminati* Booster Set! The *Marvel HeroClix: Avengers Black Panther and the Illuminati* Dice and Token Pack is a great way to enhance your HeroClix experience! Scheduled to ship in June 2019.

WZK 73481 ..... \$9.99

# EXPAND YOUR ARMY



KASSA  
OKOYE  
WYR40109  
\$15.00



FENTON  
BRAHMS  
WYR40260  
\$15.00



MARGARET  
BELLE  
WYR40110  
\$15.00



LORD  
OF STEEL  
WYR40160  
\$20.00



THE FRENZY  
WYR40209  
\$35.00



HOROMATANGI  
WYR40207  
\$75.00

**The Other Side**

**Wyrd** WYRD-GAMES.NET  
© 2005-2019 WYRD MINIATURES, LLC.



# FEATURED ITEM



## MARVEL HEROCLIX: AVENGER BLACK PANTHER AND THE ILLUMINATI FAST FORCES

Celebrate the release of *Marvel HeroClix: Avengers Black Panther and the Illuminati* with a new *Fast Forces* set featuring characters of Wakanda. Look for Ayo, Black Panther, Nakia, Okoye, Shuri, and White Tiger to represent Wakanda in this exciting new *Fast Forces* release. Wakanda Forever! Once a player already has a Starter Set, a *Fast Forces* is a great way for them to construct a thematic team and build their collection! Scheduled to ship in June 2019.

WZK 73479 ..... \$16.99



## WARHAMMER 40,000 DICE MASTERS: BLOOD ANGELS TEAM PACK

The Warhammer 40,000 Dice Masters: Blood Angels - Black Rage Team Pack will leave piles of bodies in the wake of the Black Rage! This Team Pack features iconic Blood Angels like Commander Dante and units like the Death Company and Sanguinary Priests. The Team Pack will let players build their own team of Blood Angels! With 3 different versions of each character, there are HUNDREDS of team building combinations! With 24 cards and 16 dice, this release will be sure to add some crazy fun to your Warhammer 40,000 Dice Masters collection! Scheduled to ship in June 2019.

WZK 73510 ..... \$12.99

## WARHAMMER 40,000 DICE MASTERS: DARK ANGELS - THE FIRST TEAM PACK

Warhammer 40,000 Dice Masters: Dark Angels - The First Team Pack will leave your opponents wondering where your true allegiances lie! This team pack features iconic Dark Angels like Fallen Angel, Cypher and recognizable army-building pieces like the Deathwing Knight. This team pack will let players build their own team of Dark Angels! With 3 different versions of each character, there are HUNDREDS of team building combinations! With 24 cards and 16 dice, this release will be sure to add some crazy fun to your Warhammer 40,000 Dice Game collection! Scheduled to ship in June 2019.

WZK 73509 ..... \$12.99



## WARHAMMER 40,000 DICE MASTERS: FRACTURE OF BIEL-TAN CAMPAIGN BOX

Fracture of Biel-Tan features iconic characters from the Daemons of Chaos and Ynnari like Skarbrand, The Masque of Slaanesh, The Yncarne, and Yvraine! Players can pit the Ynnari against the Daemons of Chaos or mix them together. Whether players are interested in a game or two between Warhammer skirmishes or building the perfect team, this is a release that can't be missed! Featuring more than a dozen characters (and their dice!), the Warhammer 40k Dice Masters: Fracture of Biel-Tan Campaign Box will be sure to deliver an epic experience! Scheduled to ship in June 2019.

WZK 73508 ..... \$39.99



## WYRD MINIATURES

### THE OTHER SIDE



#### ABYSSINIA RAIL GUNNER

WYR 40159 ..... \$15.00



#### GIBBERING HORDES SPECKLED CRAWLERS

WYR 40204 ..... \$45.00



#### CULT OF THE BURNING MAN TWISTED HORRORS

WYR 40257 ..... \$45.00



#### KING'S EMPIRE INFILTRATORS

WYR 40102 ..... \$45.00

## Z-MAN GAMES

# FEATURED ITEM



## NOCTILUCA

On the warmest nights of the year, the quiet waters are filled with shimmering lights as the dormant noctiluca awaken. Renowned for their restorative properties, the noctiluca are desired by healers from around the world. Scheduled to ship in April 2019.

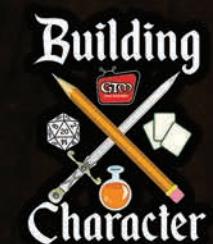
ZMG ZM018 ..... \$34.99



# KEEPING YOU UP TO DATE WITH WHAT IS NEW IN THE BOARD GAMING INDUSTRY



TUES./THURS. @ 2PM



FRI. @ 2PM



FRI. @ 4PM



@GAMETRADEMEDIA

*Presented by the US Tak Association*



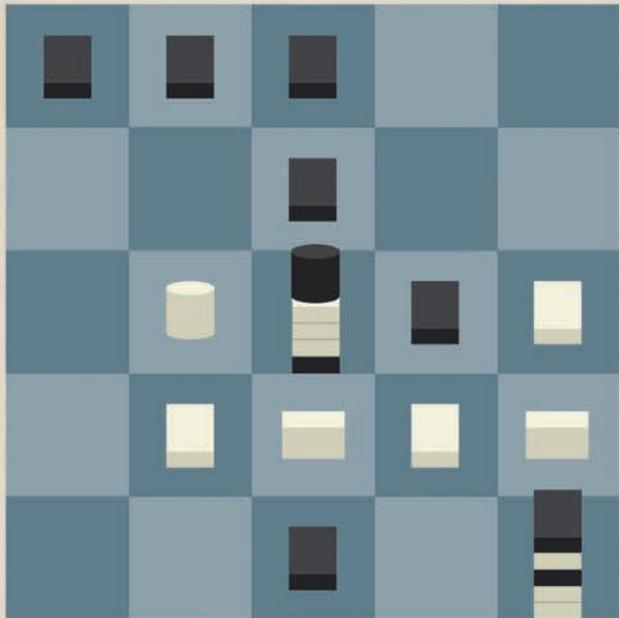
# Tak

A Beautiful Game

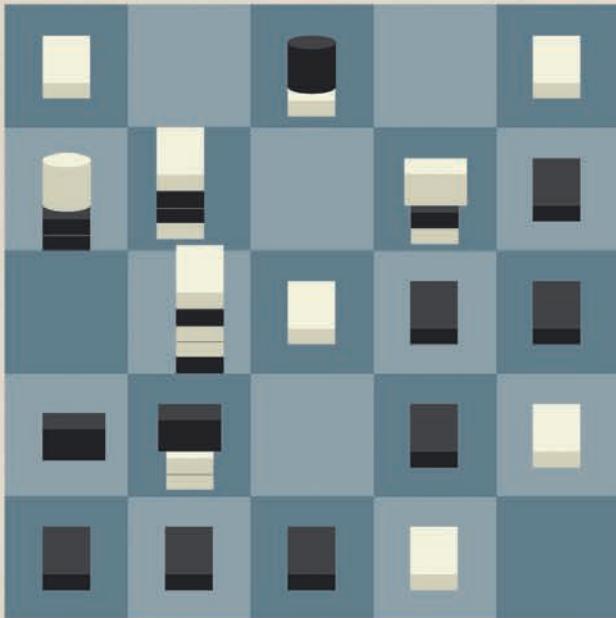
## Monthly Puzzles

The two puzzles featured this month are called “Tinue” puzzles. “Tinue” is a board state in which no matter what move your opponent makes, you will form a road. It’s similar to checkmate in chess. Below are two boards. In the beginner puzzle, it is black’s turn, and Tinue can be reached in a single move. In the intermediate puzzle, it is white’s turn, and Tinue can be reached in five moves. The actual win would occur two moves after Tinue (one for your opponent’s unsuccessful defense, and one for you to complete the win).

### Puzzle Level: Beginner



### Puzzle Level: Intermediate



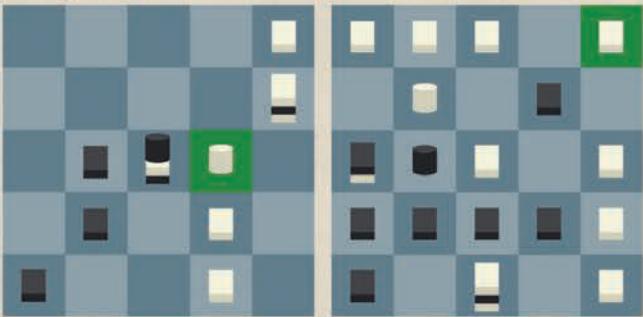
Solutions will appear in next month's Game Trade Magazine. In the meantime, visit [USTak.org](http://USTak.org) for more puzzles, information about Tak strategy, and the opportunity to connect with other Tak enthusiasts!

### About Tak: A Beautiful Game

Tak was first conceptualized by Patrick Rothfuss in his bestselling novel *The Wise Man's Fear*. With the help of renowned game designer James Ernest, Tak has been brought to life as an elegant two-player game reminiscent of classics like Go and mancala. To learn more about Tak, visit your local game store or [jamesernest.com/tak](http://jamesernest.com/tak).

### Solutions from February

*Beginner Solution: Intermediate Solution:*



US Tak  
Association



# RICK AND MORTY

Rick and Morty are on a planet that's purging.  
**PURGING!**



Get ready to unleash your purging instincts with Rick and Morty as you fight to survive the annual purge festival on an alien planet. Play your cards right and you'll make it out alive! Based on the popular episode of the TV show, Rick and Morty: Look Who's Purging Now Card Game utilizes Cryptozoic's new GRYPHON card game engine to deliver gameplay that unfolds at lightning speed and is easy to learn.

- Simultaneous play: 2 to 4 players play their cards at the same time to rack up kills during the annual "Festival"!
- Simple, addictive gameplay that rewards both luck and strategy
- Weapon Cards are found items or Rick's inventions, leading to effects that can change the outcome!
- Play as Rick, Morty, and others with art from the unforgettable episode of the show

**MSRP: \$15**  
**Release date:**  
**Q2 2019**



2-4



17+



25 min

[adult swim]

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[www.cryptozoic.com](http://www.cryptozoic.com)

CRYPTOZOIC  
ENTERTAINMENT



# HOW DO YOU HUNT A MAMMOTH? VERY CAREFULLY!



## WOOLY WHAMMOTH

SND 0068 ..... \$34.99 | Available May 2019!

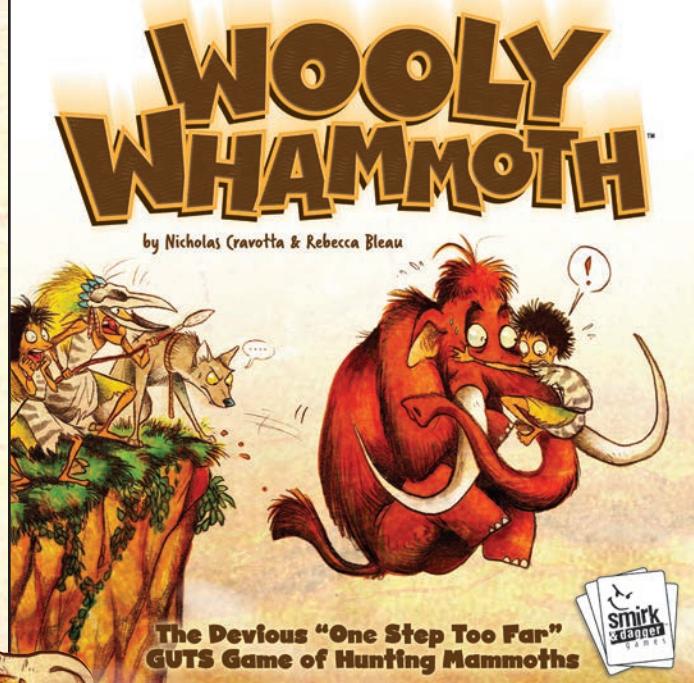
Survival in the prehistoric era was no small feat – and if Smirk & Dagger's latest game, *Wooly Whammoth*, is any guide, it's truly a wonder that we humans didn't perish alongside these massive animals 10,000 years ago. Well, spin back the clock, throw on your best fur-lined pelt and prepare to risk it all in a dangerous quest for the biggest rack of ribs this side of the Pleistocene.

*Wooly Whammoth* is a wonderfully fun, casual-style game for 2-4 players. To feed your prehistoric clan, your tribespeople must force Mammoths over the side of a cliff. Every time you succeed, the player is awarded a Mammoth Meat token. To win, you just need to be the first to collect six Mammoth Meat. Simple, right? Well, just be careful that you don't sink into a tar pit, get stomped by a Mammoth - or run right off the cliff yourself in the process. This "Guts-style" game has you trying to outthink your opponents and maneuver them into harm's way... until "WHAMM!", one tribe emerges victorious.



Each player receives 4 tribespeople (lives) and an 8-card deck. Everyone's deck is identical in composition and are printed with movement numbers, ranging from 1 to 4 spaces of movement. Of course, a few have some devious tricks as well. One of your tribespeople is placed on the starting space of your own Hunting Path board, with a Mammoth token placed on the opposite end, along the "edge of the cliff." Ten spaces separate you from the Mammoth and you must march your cave person down to the last two spaces in order to knock the mammoth over and score a meat.

What makes the game interesting becomes apparent after the very first flip of a card. Players secretly choose a movement card and ready it face down. Then players reveal them at the same time – however, the fun comes as players learn that ALL cave people must move the total number of spaces on ALL the played cards. If you all played a 4, you will all likely be plunging to your death along with the Mammoth. Don't worry. You have four cave people, so losing one isn't so bad. But it highlights the fact that there are two ways to win, gain 6 meat or be the last tribe standing by forcing your opponent's tribe off a cliff or into a tar pit. (You don't want to end your turn in that sticky death trap.) This means that getting out of sync with opponents, either ahead of them or behind them, is criti-



The Devious "One Step Too Far"  
GUTS Game of Hunting Mammoths

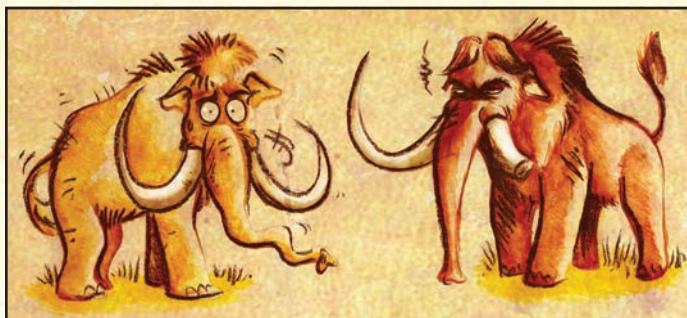
cal. To help you do that, some of the cards have modifiers that only apply to you, adding or subtracting 1 from your individual move. Another card called "Take Break" adds 2 to the total movement of all players, but specifically says your cave person won't be moving at all. Once out of step with the others, players start plotting against one another, choosing cards they think will either score them a Mammoth or force the other players into deadly circumstances.

If that weren't enough, as you draw nearer your Wooly quarry, you may find yourself crushed underfoot by a stampeding Mammoth. This happens when a player reveals their "CHARGE!" Movement Card. It adds 1 to total player movement, but importantly, after all cave people move... the Mammoths attack. The top card of the MAMMOTH CHARGE deck is drawn which sends all Mammoths racing down the path from 1 to 5 spaces at random. If they land on your space, you just lost a tribesperson. Of course, multiple players can trigger this at the same time, meaning that each draws a CHARGE card and adds them together – so no one is really safe. That is unless you played a -3 Movement Card that turn. This card allows you to Duck and Ambush a charging Mammoth, thereby scoring a meat instead of dying.

Card economy is the key. Once you play a card, it is gone. So planning what cards to use, and when, is a major strategy. The only way to refill your hand again is to eat one of your precious Meat tokens, which is a great balancing mechanic. You get a lot more options back that will help you avoid the cliff's edge, but at the cost of what you fought so hard to collect to win. This tradeoff is delightfully conceived and executed making for some tough decisions.



The game was designed by noted game designers Nicholas Cravotta and Rebecca Bleau, inventors of Dizios, CrossWise, Palette, Pentago Triple, Acuity and Escape the Room.



For added fun, the four tribes of the game have been themed, The Brute tribe, The Stealthy Tribe, The Timid Tribe and the Crazy Tribe. In the base game, only the fun art distinguishes them – but as an option, you can play with a Tribal Power unique to each. For example, the Timid Tribe's power is the ability to subtract 3 from any move OR to place 3 random cards back into your hand. The power is available at any time, but the card must be flipped to activate it. It is not reset until one of your cave people dies, so you have three uses of the card at best during any given game. The powers do not overshadow the core fun of the game, but add a fun new tactic for each player.

Oh, and did I mention the boards get longer during play? Every time you score a Mammoth, the bottom board pulls out, lengthening the distance a player must travel by one each time – and adding more tar pits to sink you.



All Cave People move the total on all cards. (4, 2, 1, -3 = 4)			
<b>4+1</b> <b>GET MAMMOTH!</b> You may choose to move 1 extra space.	<b>2</b> <b>TAKE BREAK</b> Your cave person does not move this turn.	<b>1</b> <b>CHARGE!</b> After Cave People move, Draw a CHARGE! card to Charge all Mammoths.	<b>-3</b> <b>RUN AWAY!</b> If Mammoth CHARGES and lands on/passes your space, DUCK & AMBUSH it instead.
Moves 4 Plus Optional Extra Space	Won't Move At All	Moves 4 and All Mammoths CHARGE!	Moves 4 and will survive if Mammoths would crush them.

Wooly Whammoth has great table appeal and is a surprisingly smart and delightful game. Players can learn the game in no more than two minutes and grasp the game completely within the first card flip or two, making it a simple game to set up and explain for shoppers drawn in by the fun graphics. But the guts-style battle of wits is what keeps players coming back. Casual, approachable – and just meaty enough for dyed in the wool gamers too. Get Mammoth!

•••

Curt Covert is the owner of Smirk & Dagger Games. A sixteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. His more recent line, Smirk & Laughter, has begun reaching a broader audience than ever with games intended to connect with players on an emotional level.

# PATHFINDER® ADVENTURE CARD GAME™



## PATHFINDER ADVENTURE CARD GAME: CORE SET

PZO 6040 ..... \$59.99 | Available May 2019!

Coming in May from Paizo, the *Pathfinder Adventure Card Game: Core Set* is a bold new reimagining of the modern classic that debuted in 2013. With improved mechanics and a fresh new visual redesign — but still compatible with every set that's come before — the Core Set makes a great game even better.

The Core Set gives players everything they need to become adventurers in the lands of Golarion. This cooperative strategy game pits 1 to 4 players (expandable to 6 by adding Adventure Paths or Class Decks) against a legion of monsters, perils, and traps. Choose from all 12 Pathfinder core iconic characters, including the brand-new goblin alchemist Fumbus. Each character has a deck of equipment, magic, and allies that they'll use to explore lethal locations on their journey through an exciting fantasy tale. As your adventures continue, your characters grow and expand their decks as they gain incredible powers, all of which they'll need to challenge ever more powerful threats.

The Core Set includes the storybook and 440 cards for the Adventure Path *The Dragon's Demand*. The storyline presents 9 all-new scripted scenarios as well as the ability to craft custom scenarios, providing a tremendous amount of play value. And unlike previous Base Sets, the new Core Set is designed to be the foundation of multiple Adventure Path expansions.

Many new features of the game focus on immersion into the story. "Starting with Core and Curse, PACG adventures come with a storybook that brings the story background, narrative, and mechanics together," says co-designer Chad Brown. "This increases



Illustration by Michael Jaacks ©2019 Paizo Inc.

our flexibility in the types of stories we can tell and lets us give more depth to each and every scenario."

"Watching our fans play this game for the last five years has given Paizo and the design team at Lone Shark Games a lot of ideas for improvements and bold new directions," Chad adds. "The fanbase has been tackling previous Adventure Paths with a huge variety of group sizes and skill levels. We created a new set of 'Play It Your Way' rules to allow groups to control the challenge and length of the game—you can increase or decrease the difficulty of individual challenges, or overall goals, or both. This level of control also helps groups manage the real-world playing time of the game."

## The Pathfinder Adventure Card Game: Core Set Contains:

- 440 Cards
- 12 Character Pawns
- 6 Pawn Bases
- Complete Set Of 5 Polyhedral Dice
- 63 Colorful Tokens
- 24 Dividers
- 1 4-Page Quick Start Guide
- 1 32-Page Rulebook
- 1 24-Page Storybook Featuring *The Dragon's Demand*





Co-designer Keith Richmond addresses the topic of different group dynamics. "We made it much more beneficial for characters to group up and assist each other. The new 'avenge' mechanic is both group-friendly and just plain fun. We've also added many, many more powers that affect characters working together."

Whether you're a veteran player or new to the *Pathfinder Adventure Card Game*, the Core Set is sure to give you and your friends a wildly versatile game experience for years to come.

## STORYBOOK: CURSE OF THE CRIMSON THRONE

PATHFINDER ADVENTURE CARD GAME: CURSE OF THE CRIMSON THRONE

PZO 6041 ..... \$49.99 | Available May 2019!

Releasing alongside the new *Pathfinder Adventure Card Game: Core Set* is the *Curse of the Crimson Throne* expansion. The first modular expansion for the revised game, *Curse* contains an entire Adventure Path in a single box, replacing the multiple expansion decks required for previous PACG sets. *Curse* meshes with the Core Set to conjure a rich and heart-pounding gameplay experience.

Based on the classic RPG Adventure Path from Paizo, *Curse of the Crimson Throne* pits 1 to 6 players against a corrupt government and a host of monsters as they save the city of Korvosa from threats both ancient and new.

This set includes the storybook and 550 cards for the *Curse of the Crimson Throne Adventure Path*, providing more than 2 dozen all-new scenarios plus additional options for custom scenarios. *Curse* requires the Core Set and expands the maximum number of players to 6 for that set.

"*Curse of the Crimson Throne* is a wide-ranging adaptation of the popular RPG Adventure Path of the same name," says PACG lead designer Mike Selinker. "It concerns the city of Korvosa and its turbulent transition to the reign of the young Queen Illesa. There's a heroic vigilante, a virulent plague outbreak, a set of warring barbarian tribes, an

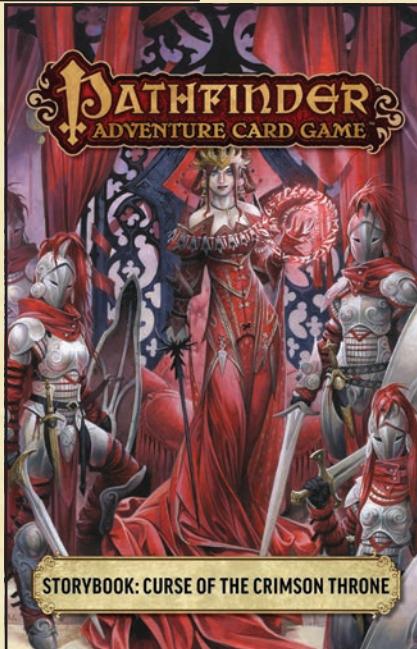
undead-filled castle, and an assault on the Queen's fortress. Plus maybe a big dragon too."

To support such an epic adventure, Paizo packed a lot of exciting elements into *Curse of the Crimson Throne*. With the most diverse selection of unique boons and banes of any *Pathfinder Adventure Card Game* set, it will take extensive replay to see every card. Its scenarios will completely change what you expect from an ACG, including investigation scenarios that require you to gather evidence, a labyrinth that requires some shenanigans to unlock other locations, and of course, the violent sport of Blood Pig! And to affect characters in strange ways throughout the game, it adds the Harrow, *Pathfinder*'s Tarot-like equivalent introduced over a decade ago in the popular *Harrow Deck* RPG accessory co-designed by Selinker.

PACG co-designer Keith Richmond describes a new "supporter" card type for *Curse*. "One of the big design goals of *Curse*, since it's focused on a particular city, is to make you really care about its inhabitants. Throughout your adventures, you can count on your supporters for assistance—recovering from a bad roll, healing, extra boons, that kind of thing. You can even improve your relationship with them over the course of the story, which lets them help you even more."

*Curse* also brings 4 new characters to the party: Hakon the skald, Kess the brawler, Quinn the investigator, and Varian the wizard. With this release, every single *Pathfinder* Iconic character now has a playable PACG character. So, no matter what kind of hero you want to play, PACG has you covered.

Pick up *Curse of the Crimson Throne*, gather your friends, and save the city of Korvosa!



### The Curse of the Crimson Throne Contains:

- 550 cards
- 4 character pawns
- 1 48-page storybook

# My First Castle Panic™



## MY FIRST CASTLE PANIC

FSD 1013.....\$19.95 | Available March 2019!

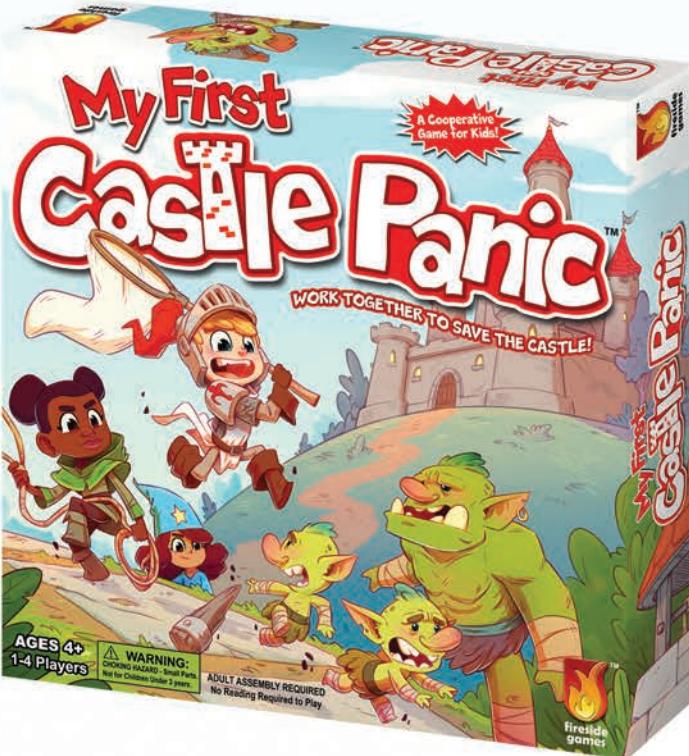
2019 will mark the 10-year anniversary of *Castle Panic*. It's hard to believe it's been 10 years since we first introduced the gaming world to the idea of working together to save a bunch of towers, but here we are! We've got quite a few special things planned for this year, and we're kicking it all off with *My First Castle Panic*.

Available in March, *My First Castle Panic* was specifically designed for preschool children with simplified gameplay and an emphasis on color and shape matching. One of the first questions you may have is, "I can already play *Castle Panic* with my kids. Why do I need *My First Castle Panic*?" The answer is in the question. For preschoolers to play *Castle Panic*, they have to play it **with** their parents. Once they are taught how to play, kids 4 and up can play *My First Castle Panic* without any help. In fact, one of the things that made testing this game so easy was how excited kids were to teach their friends how to play.

Parents can choose to play together with their little ones, or they can step away to complete chores or relax, knowing the kids are safely playing cooperatively.

- The biggest differences between the two games are: The rules are simplified: There is a single path to 1 wall and 1 tower, and kids are matching colors and shapes to capture monsters and throw them in a dungeon.
- No reading is required. Kids just match colors and shapes and learn some basic icons.
- The game focuses on educational needs for preschoolers, such as learning shapes and colors, problem solving, and turn taking.

My main design goal when creating *My First Castle Panic* was to maintain the cooperative play and edge-of-your seat excitement that players feel in *Castle Panic* while making sure the game was



understandable to preschoolers. With that in mind, I worked on simplifying the board, how combat works, the monsters and their effects, and the functionality of the cards.

I removed the six arcs and their rings from the board, so now monsters march down a single path that ends with a large, standing, eye-catching castle protected by just one wall. Each space on the board is marked with a unique color and shape combination such as a blue triangle.





Each turn players draw a single card from a deck that helps them "catch" the monsters. Cards feature cute defenders that each have a color and shape combination on them as well. There is no text on any of the cards, so the game requires no reading to play. Hero cards have all the shapes in one color, while Any Color cards feature a single shape in all three colors. Players will catch a monster if they can play a card that matches both the color and shape of the space the monster is in. If a player doesn't have the card they need, they can ask another player for help, letting the other player use one of their cards to catch the monster. Captured monsters are thrown in the dungeon, which is shown on the insert of the game box.

The tension builds as players move the monsters one space closer to the castle and then draw a new monster and place it at the start of the path. In addition to the regular monsters, there are three special monsters that have unique abilities to move the monsters

again, jump to the front of the line of monsters, or even make the players draw more monsters. If a monster hits the wall or castle, the monster and structure are both destroyed. Players can rebuild the wall if they play the one wall card in the deck, but if a monster destroys the castle, the game is over, and the players lose. If the castle is still standing when all the monsters are in the dungeon, the players win.



We tested the game at daycare centers and homes, and the response was overwhelmingly positive from both kids and parents. One of our testers emailed us to let us know that the print-and-play prototype was still on their kitchen table because their kids were asking to play every night. Interest in this game has extended to what would might be considered "non-gaming" families. Moms and Dads are excited for something cooperative that the kids want to play. And we're just as excited to get the game to them. With the adorable art by Cam Kendell, eye-catching table presence with its "3D" castle and wall, and preschool-friendly gameplay, *My First Castle Panic* is sure to bring a lot of joy to a lot of tables.

Justin De Witt is the Chief Creative Officer and co-owner of Fireside Games. His previous designs include *Castle Panic*, *Star Trek Panic*, and *Hotshots*.



# HOW TO ACCURATELY DESIGN A HIGHLY THEMATIC GAME!



## CYTOSIS: A CELL BIOLOGY GAME

GEN 1006.....\$39.99 | Available Now!

Have you ever played a game that was themed around your favorite book, movie, comic, etc. but after getting into the game you begin to realize, "This is nothing like the story I really enjoy..."? You really WANT to like it — and it's even more painful if you just dropped \$80 to get the game! — but you CAN'T love it, because it just doesn't feel like it does justice to the theme. At Genius Games we have learned a lot about what to do (and what NOT to do) when designing a highly thematic game, and I want to share our proven process here.

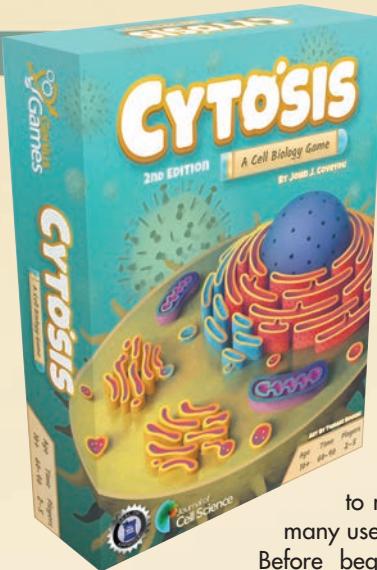


### UNDERSTAND AND UPHOLD THE INTEGRITY OF THE THEME

Designers often start with a game and find a theme later on. I get pitched lots of games from designers saying, "I made a game like [fill in the blank], but you could theme it as [some science topic] ..." The trouble with thematic games, however, is that you can't start with the game — or even just a mechanism or two — otherwise you'll get the less-than-satisfactory experience just described. Rather, you MUST start with the theme. Engrossing yourself in that theme, "marinating" in it, fully understanding it — that's the very first step!

So, start by asking yourself: what is at the core of the theme that drives the narrative? For now, we're going to call this the *internal logic* of your theme.

If your theme is about civilization building, the *internal logic* might be the fact that civilizations utilize limited manpower and physical resources to build infrastructures that support the growth and flourishing of their population, all while fending off natural disasters, invasion and disease.



Or, in a theme inspired by a hit TV show about a Mafia family, your *internal logic* might be the web of deception and backstabbing that arises when a group of characters are all unsure whether they can trust one another.

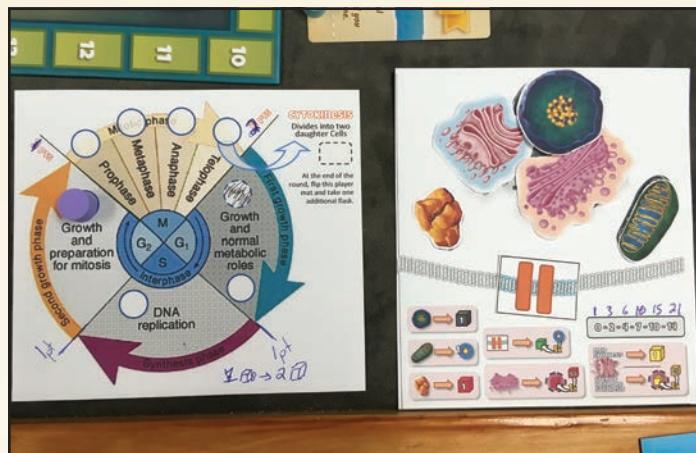
*Cytosis: A Cell Biology Game* is about human cells and the *internal logic* centers on actual cell function. How DNA transmits its information through mRNA and Ribosomes in order to manufacture specific proteins for many uses in the cells.

Before beginning any game designs for *Cytosis*, I invested countless hours learning the *internal logic* of human cells.



### MAKE A SIMULATION OF THE THEME

For *Cytosis*, I created huge models of all the inner workings of a single cell. I laid out pathways, organelles, and networks of resources that were all a) **accurate** and b) **essential** to cell function. You can do the same with a fictional theme — build a model by mapping out all interlocking things from the theme, then lay out all the characters and the plot points that are essential to the narrative.



Yes, this is a lot of work. And this simulation step might make you cringe; "That's not game design, or creativity!" But this step is what prepares you to make the best game; it makes the difference between



a game that has had a theme slapped on arbitrarily and a game that feels exactly like the thing it is designed to be, all the way to its core.

A huge part of this step is knowing what to leave out. There is often much more material than you can use in your game, so this is a good time to determine what's essential.

### GIVE PLAYERS A GOAL AND PUT RESTRICTIONS IN THEIR WAY

Now you get to turn your collection of components into something playable! How you do that is up to you, but I like to start by identifying exactly what **goals** players should aim toward, what items they have at their disposal to arrive at their goals, and then place a number of **restrictions** in their way. These restrictions can be in the form of a game mechanism (e.g. restrict card availability with a drafting mechanic, or row pricing, etc.) **But both must be based upon the internal logic of your theme!** Did your theme have characters? What were **THEIR** goals? And what were the obstacles that got in their way?

Going back to our hit TV Show about the Mafia family... How about giving each player goals that might be completely counter to the other players' goals (so, "Revenge: Put a hit on Joey", while another player's goal is "Get the \$250K Joey owes you" while another might be "Turn Joey in to the FBI". How about also giving each player different information about the narrative? ("Someone's been talking to the FBI!?") Players can use the info by bribing, or triangulating, or whatever — allowing them to behave as if they were actually in the original story.

Start there, with the *internal logic* of your theme directly informing all action. Don't randomly choose components and name them after stuff from the TV show. The lost potential there is just painful...

The purpose of a cell, and the goal in Cytosis, is to produce cellular components such as enzymes, hormones, and receptors, and it does this with five main resources: Genetic Material (DNA/mRNA), Proteins, Carbohydrates, Lipids and Energy (as ATP). This is simulated in the game by a worker placement mechanic. You want Genetic Material? Activate the Nucleus by placing your worker there. You want ATP? You'll need to activate the Mitochondria! In this way, players are restricted to collecting resources and producing cellular components in the same ways the cell is!

### FIX THE BAD/AMPLIFY THE GOOD

Once you've played your rough prototype to see how it functions, here are a few keys things to consider when developing it into the final product:

### WORST THINGS FIRST

Fix the Worst Things First. Remember back in school when you made mostly 80's and 90's in on all your assignments, but still your overall grade was a 75%... how come? Usually it was because there were one or two assignments that you totally bombed — and that pulled your entire grade down!

In the same way, those few elements in your game that are the most irritating to playtesters, the most difficult to explain, or remember, etc. Those are the ones that bring their overall impression of the game down. Focus on fixing those worst things, and you'll get a great return on your effort.

### FIND THE FUN – THEN AMPLIFY IT!

What actions do players enjoy taking most as they play your game? Make sure these are things that are optimal paths to victory. It would be a great experience if the things that win you the game are also the most fun (and appropriately challenging) things to do.

### MOST VALUABLE TOOL – LISTENING

Games that offer rich, memorable experiences get talked about more often, get played more often, and get purchased more often.

With this in mind, remember that game design is NOT about the thing you make — rather it's about *the experience people have playing the game*. So as you refine your game, you need every clue you can get about what that experience is really like for people. Listen very carefully for what's behind every excited laugh, frustrated comment, and even minor critiques.



### IN CONCLUSION

If you know a game designer who is toying (or perhaps struggling) with designing a highly thematic game, share this article with them. If you know a biologist or chemist who should get into board games, tell them about *Cytosis!* You can be confident that they will appreciate the way we've understood and upheld the integrity of the theme. Together we will grow our geeky band of scientist gamers!

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*John Coveyou runs Genius Games full-time. He's also an Adjunct Faculty at Webster University in St. Louis, MO where he teaches courses in Tabletop Game Design, Advanced Tabletop Game Design, Crowdfunding in Games, and Entrepreneurship in Games. John has a Master's Degree in Engineering and is a former Civil Engineer and Chemistry Teacher. John is the designer of all the science games currently published by Genius Games. He lives in St. Louis, Missouri, with his wife Marlene and their two young children.*



# PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



## EPISODE #9: PAINTING GOLD

Welcome to the latest “episode” of *Painting Happy Lil Minis* in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page — Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice and their own style to the table.

### TECHNIQUES - LAYERING AND WASHING

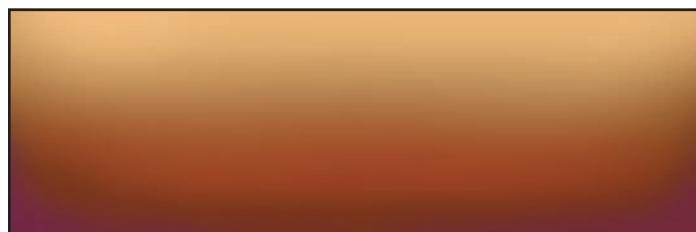
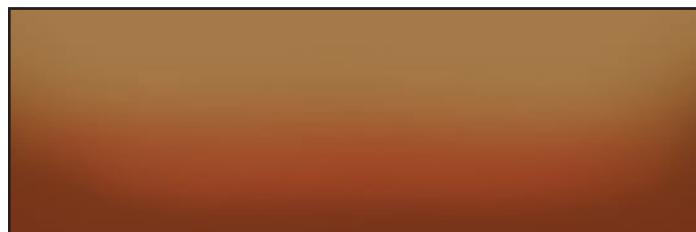
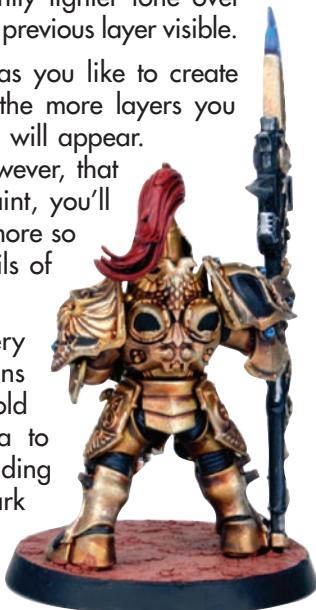
Highlighting is a broad term that can be applied to techniques where the first layer is dark and the subsequent layers build up with lighter and lighter tones.

In the example here — a Custodian Guard from the Adeptus Custodes range from Games Workshop — I have used drybrushing due to the large, textured areas of gold. For smaller areas, such as sword hilts and so on, you are going to be better off using layering. Layering is a very controlled example of an approach to highlighting. You start with a dark basecoat and then paint a slightly lighter tone over the basecoat, leaving some of the previous layer visible.

You can paint as many layers as you like to create the appearance you are after, the more layers you use, the smoother the transitions will appear.

It is important to remember, however, that the more layers you plan to paint, you'll need to thin your paints a little more so that you don't obscure the details of the miniature.

Many metallic finishes have very reflective qualities. This means that to really accentuate the gold appearance, it is a good idea to hit the metal with some shading washes. Here we've used a dark brown for tonal contrast, and a purple wash as a contrasting color to the yellowish gold.





1  
Prime the model with black spray. Then drybrush the model (using a large brush) with Vallejo Game Color Hammered Copper.



2  
Drybrush the model with Vallejo Game Color Glorious Gold. Be sure to leave some of the Hammered Copper in the recesses.



3  
The next step is to wash the gold with a layer of Citadel Agrax Earthshade.



4  
The following step is to wash the model with The Army Painter Purple Tone.



5  
The next step is to drybrush the model again with Vallejo Game Color Glorious Gold, being sure to leave some of the purple showing.



6  
The final step is to layer some highlights on the gold with a 50:50 mix of Vallejo Game Color Glorious Gold and Vallejo Model Air Aluminium.

## PAINTING LOTS OF GOLD?

If you are painting a lot of gold on a lot of models — such as an entire Adeptus Custodes army — you might want to take a couple of shortcuts.

The model to the right was first primed with Citadel Retributor Armour spray primer.

The second step was to wash it with Citadel Reikland Fleshshade Gloss.

These two steps can replace the first three described above. From here you can move straight on to step three (washing with purple).



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres.



You can watch Dave paint each week on our Game Trade Media Facebook livestream - Painting Happy Lil Minis - Tuesdays and Thursdays at 2pm EST.

Need more Dave? Don't forget to pick up his book, *Armies & Legions & Hordes* (DTM 1001) from your FLGS!

## TWILIGHT IMPERIUM 4TH EDITION PART 4: RACES (FFG T107)

From Fantasy Flight Games, reviewed by Eric Steiger

	14 & Up		3 - 6 Players
	4 - 8 Hours		\$149.95

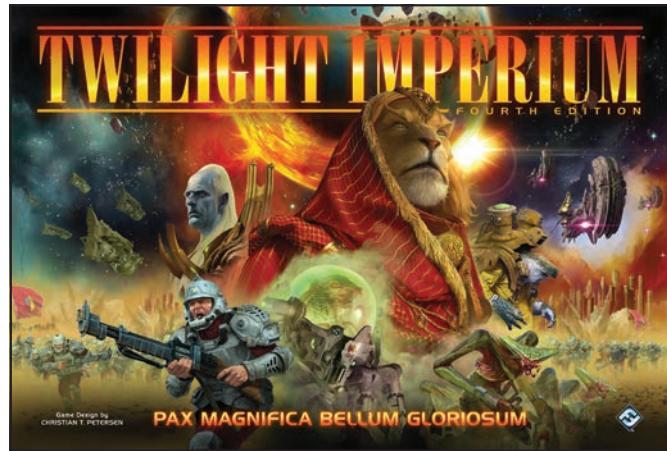
One of the biggest variables in a game of *Twilight Imperium* 4<sup>th</sup> Edition, and possibly the greatest draw in terms of replayability, is the fact that it comes with 17 different playable species, each with its own unique technology cards, ships, and special abilities that give it a unique play style. Playing T14 as the Federation of Sol is a very different experience from playing as the Barony of Letnev or the Universities of Jol-Nar. While each race has its own strengths and preferred strategies, even the races with similar strategies (such as military aggression) have different ways of distinguishing themselves, such as swarm tactics, ship upgrades, or strike-and-retreat ploys.

The first distinct feature every race has (new to T14) is its unique flagship. Each race is capable of building and fielding a single powerful ship with its own special rules. For example, the human flagship generates infantry units in its fleet every turn, reflecting the Federation of Sol's tendency to throw bodies at any problem. Meanwhile, the Mentak Coalition of space pirates' flagship prevents opponents from sustaining damage, ensuring that every hit they inflict is a kill. While the flagship represents a tremendous outlay of resources, it can also singlehandedly turn the tide of a battle, and unlike the more powerful War Sun, doesn't require any technology upgrades prior to building, so it is available on the first turn of the game.



Next, each race begins the game with certain technology upgrades. These starting upgrades, in addition to helping to shape a race's strategy by giving them certain abilities off the starting line, also help determine which of the four different technology paths to focus on; while any race can choose any color of tech upgrade, having one (or more) already unlocks more powerful technology along that path. While most species begin the game with one, or occasionally two, starting technologies, the Universities of Jol-Nar begin with a tech upgrade from each of the 4 paths.

In addition, each race has two technology upgrades that are uniquely their own, instead of being drawn from the common pool available to any player. Usually, these tech upgrades harmonize with their strengths, or help shore up a weakness. For example, the Emirates of Hacan focus on trading and commerce with the other players; their technology upgrades allow them to generate additional trade goods, or to trade for another player's strategy role (an extremely powerful ability if you didn't get the role you wanted). On the other hand, the Winnu, who have the closest ties to Mecatol Rex, can research a



technology allowing them to treat that planet as if it has a wormhole, so that they can travel there with ease.

Finally, each race's card has one or more special abilities printed on it. Some are relatively straightforward: the Sardakk N'orr have a single ability — all of their combat rolls are treated as being +1. This across-the-board edge in combat encourages them to start fights and stay in them, rolling as many dice as possible to take advantage of their improved odds. The Yin Brotherhood can force an opponent's infantry to defect at the beginning of ground combat. By contrast, some of the racial abilities take some serious practice and getting used to before their strategies become apparent, such as the Yssaril Tribes' Stall Tactic, which lets them discard an action card from their hand to no effect. While being able to wait out one's opponents is unquestionably useful, action cards have powerful effects, and discarding one for no value is a losing proposition unless it's done carefully and purposefully.

And some races are just weird. The Nekro Virus, an all-consuming AI, cannot research technologies at all, nor can they vote on agendas. Instead, they capture technologies from destroyed opponents' units, and predict the outcomes of agendas, with a correct guess resulting in another captured technology. The Ghosts of Creuss don't even occupy the same universe as the rest of the game; instead of placing their home system in its usual spot, they place the Creuss Gate instead, a wormhole leading to their system, making it incredibly difficult to invade them.

Each of *Twilight Imperium* 4<sup>th</sup> Edition's different races encourages a different style of play and strategy, as well as a different interaction with each of the 16 other races. The multitude of combinations guarantees that no two games of T14 will ever be the same, and is just one of the factors that makes this truly one of the most epic board games of all time.

That wraps up our deep dive into *Twilight Imperium* 4<sup>th</sup> Edition. If you've enjoyed these articles, then I definitely hope you get the chance to try this awe-inspiring game. Even if you don't buy it, I hope you can get to a convention or game club where it may be trotted out, and spend the (admittedly significant) time it takes to play a session. I think, by the end, you'll feel it was time well spent.

•••

Eric is your friend, and friends wouldn't let you play bad games.



DC DECK-BUILDING GAME CROSSOVER PACK 8

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35-45 mins



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MSRP \$13  
RELEASE DATE Q2 2019

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**KOI (SND 1003)**  
From Smirk & Laughter, reviewed by Jane Trudeau-Smith and Philip Smith  
of "The Table for Two Show"



10 &amp; Up



1 - 4 Players



40 - 60 Minutes



\$39.95

It is always nice to play a game that has two-player options that make it work very well. *Koi* is one of those games. The game board is two sided — one is for 1-2 players and the other side is for 3-4 players. Yes — you can play this game solitaire, too!

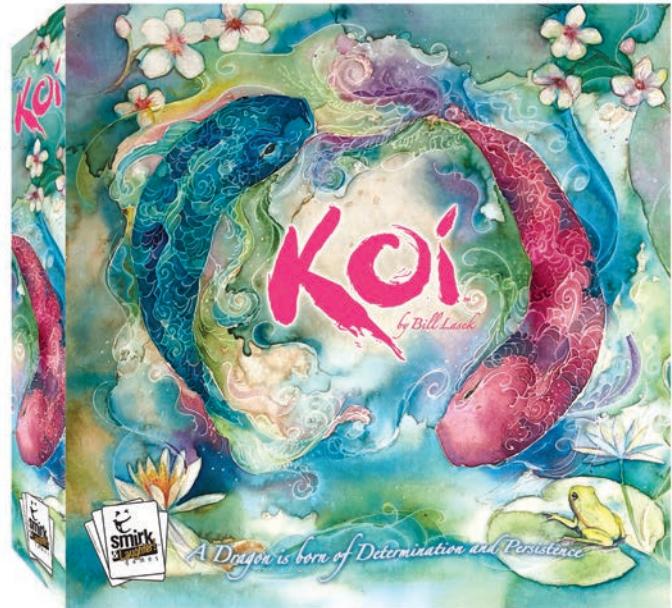
After we played the first time, we both agreed on one thing for the review.... This game is very *calming* — almost like therapy! Picture yourself watching Koi fish in a beautiful pond with cherry blossoms, lily pads, rocks, frogs and some dragonflies. Just watching the fish swim can be a very calming experience. That was how we felt about the game. It was very nice to play after a stressful workday to unwind.

Besides the game being so nice to play, it looks lovely. The board is a beautiful watercolor pond with hexagon spaces that your Koi swims around on. The goal of each player is to swim their Koi around the pond and gain points by eating dragonflies (3 points each) & frogs (1 point each). It is played over seven rounds which are considered days in the game. After the seventh day, you total up your points, and whomever has the most points win!

## HOW TO PLAY

Each player gets two Koi in their color: One is used on the scoring track on the board, the other is the piece used to move around the pond. The board is set up based on the number of players — Lily pads and Rock tokens are placed in the middle of the board for the two-player game. A dragonfly token is placed on each lily pad. The Koi are not on the board until your first turn, and to start you must place it on your side of the board (the rulebook shows where you cannot place them). One of the most important things about placing and moving your Koi around is where its head is facing. That was one part of the game that took us a little time to get used to. When you are moving your Koi you have to be cautious you are moving it the right way. We were catching each other's mistakes during our first game, but in the second game we had a much easier time.

A deck of Koi cards are shuffled. In the two player game, each player starts with a hand of four cards. In games with more players the cards are weighted as the third and fourth player receives 5 and 6 cards respectively. One player starts with a first player token.



There is also a Weather card deck that is shuffled, and 6 cards are placed face down along the top of the board. The rest of the cards are put away. At the beginning of each new round, one Weather is turned over, and can change the game up a bit. In the first round no weather card is used.

Turns go quickly, so even though the game box said 40-60 minutes per game, with just the two of us it took closer to 30-40. A round typically goes like this:

1. Reveal a weather card (except for first round). It is read aloud and the card only applies to this round. An example of a weather card is "Bright": It is a bright day, so you can discard any card from your hand to perform a jump move. Any player that round can do that.
2. Dragonfly tokens are placed on any lily pads that are currently empty (unneeded the first round). However, if there is a frog next to the lily pad, you don't put a token (the frog would eat it!).
3. Each player gets 3 Koi cards from the draw pile (not on the first round) — sometimes a Weather card may say to deal out more
4. Each player on their turn plays cards from their hand, or if they don't like the cards in their hand they can discard and get new cards — but you must discard a minimum of 2. Then you take what you discarded minus 1. So, if you discard 3 you can only draw 2 new ones. You can play as many cards as you like but you cannot have more than 5 cards left in your hand at the end of your turn. There are two types of cards you can play:
  - a. Move — this allows you to move your Koi around the pond — the symbols on the cards will tell you to move forward, turn etc. There are mandatory moves (in black) and ones you can skip (in blue).



Again, this was the part we had a little trouble with the first time we played, because you have to pay attention to which way your fish is facing. On the move cards, there is a picture of the Koi to use as a guide when you put it next to your fish token, to make sure you are going the way you want to go.

- b. Natural Beauty — these cards let you place rocks, lily pads, frogs, and cherry blossoms on the board. Rocks can be used to block your opponent from getting where they want to go as they need a *jump* move to go over the rocks. Lily pads allow more dragonflies to be spawned. Frogs will eat the dragonflies in the adjacent hexes, so you can prevent your opponent from getting them, but you can also eat the frogs for an additional point. The Cherry Blossoms are cool because when you place one on the board, it creates a circular wave in the pond pushing everything away around its hex. You might use it to push something out of the path of your opponent or push it into your path. So, there is a lot of strategy in this game to decide what to use and when.
5. As you are moving your Koi, when you land on a hex with a frog or a dragonfly and eat one of them, you take it off the board and put it in front of you.
6. At the end of each turn, you check to see if a Flood occurs, which happens only if there are no dragonflies left on the board. To be fair, in both games we never had a flood — we wonder if that would happen more in a 3 or 4 player game. In a Flood, you reset the board to restore the balance of the pond, giving everyone an equal opportunity at the start of the next person's turn.

7. When all players take their turn, you tally up how many points you earned and move your scoring Koi on the scoreboard



8. The person with the lowest score gets the first player token for the new round

Play continues the same way until the last round. Whoever has the most points wins! We really enjoyed this game and felt it was easy enough to learn. It is a mellowing game to play when you've had a stressful day, or when you just want to play a game that won't take all night. We also feel this is a great game to bring out when friends or family who don't play games often come over, since it is fairly easy to teach.

Don't pass up getting a copy of this game! It is lovely to play, and lovely to look at!

•••

*Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!*



**STARFINDER RPG: ALIEN ARCHIVE 2 HARDCOVER (PZO 7109)**

From Paizo Publishing, reviewed by John and Issac Kaufeld

	8 & Up		4 - 8 Players
	2 - 6 Hours		\$39.99

Aliens bring science fiction worlds to life in books, movies, and Paizo's *Starfinder* roleplaying game. They spice up your starships, add texture to Absalom Station encounters, and make sure that grimy pubs on outback desert planets get enough business to survive without serving droids.

In Paizo's new *Starfinder Alien Archive 2* book, the company delivers species at all challenge rating (CR) levels, plus new technologies, magic items, and spells to enhance your games. The book also unlocks a wealth of luscious details about the Pact Worlds, providing lots of cool story hooks for your future games.

Here are the top five things you need to know as you embark on a race through the new and exotic creatures of *Alien Archive 2*.

**ANIMALS, UNDEAD AND MORE**

With "alien" is in the title, you know you'll meet a lot of new fiends (and some friends) in this book. And, of course, some of them want to eat your character.

You'll find the high-tech species you want, like the cerebric fungus and the glitch gremlin, but they're just the beginning. Going to the other end of the spectrum, more generic entries like herd animal and predator give you world-building (and populating) tools that every GM loves.

We particularly liked the modernized versions of classic monsters, like ghosts, ghouls, giants, hobgoblins, and orcs. The golem and nanotech golem are favorites thanks to the way the book reimagines their creation as a mixture of technology and magic.

**POLYMORPHING 101**

One of the most exciting parts of the book is the introduction of polymorphing, the ability to change the shape of a creature. This comes through four spells for mystics and technomancers, along with the Polymorph Adept feat.

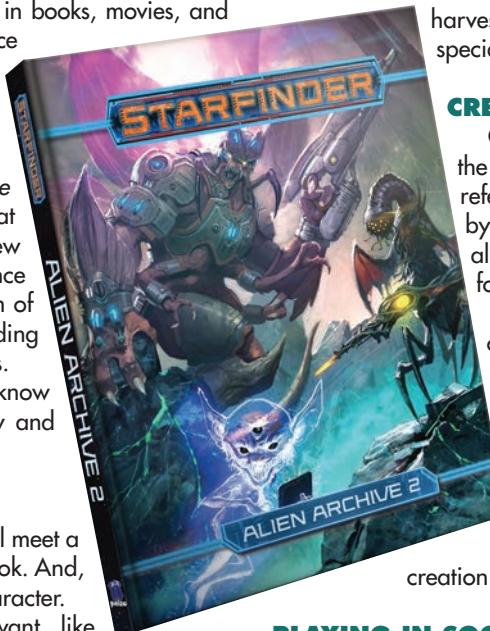
At first level, spellcasters can learn polymorph or baleful polymorph. At fourth level, they add mass polymorph and mass baleful polymorph. The basic spells let them affect one to four willing subjects; the baleful versions work against one to four unwilling creatures.

The spell effects depend on the level of the spell slot used in the casting along with the polymorph forms that the caster knows. At first level, the polymorphed target looks like their normal form combined with a creature form. At higher levels, the transformation completely changes the target into a different form.

If this ability catches your attention, invest the time to read the new rules carefully, because there's a lot to know. Consult with your game master (GM) as well to make sure they're okay with your plans.

**BRAVE NEW GEAR**

*Alien Archive 2* also introduces over 50 new items, upgrades, fusions, and even some new feats (although you can't use one of the feats in Society play; more about that in a moment).



All of the items relate to specific new creatures in one way or another. For instance, Heat-Amp Gauntlets come from the burrowing quorlu, who developed them due to the ambient heat of their volcanic home. Glass Skin, on the other hand, is built from the harvested scales of a glass serpent combined with specialized augmentation technology.

**CREATURE CREATION**

Opening to the back of the book takes you to the appendixes. Several of them are useful cross references, like the lists of all creatures organized by CR, type, and terrain where they live. You'll also find a reference list of the new rules options for gear, feats, spells, and such.

But for world-building GMs, the true magic of the appendixes comes from the sections on grafts. These lists help you customize creatures to your exact specifications based on its subtype, natural environment, and special abilities.

Combined with the creature-specific template grafts scattered throughout the book, *Alien Archive 2* is a veritable creature creation laboratory.

**PLAYING IN SOCIETY GAMES**

The *Starfinder Society* organized play system draws a lot of people into the game by giving them a place to get started and grow their skills.

Because the *Society* games aim to create a consistent, balanced experience for all kinds of players and characters, Paizo sometimes bans certain items from *Society* games, even though they're completely legal for home play.

With *Alien Archive 2*, the company decided that nine specific items and one feat were just too much for *Society* games. To find out what didn't make the cut, check Paizo's Additional Resources list ([paizo.com/starfindersociety/additional](http://paizo.com/starfindersociety/additional)). The list gets updated frequently, so check it regularly.

**THE VERDICT**

Whether you run a home game, play in *Society* events, or just love the *Starfinder* stories, *Alien Archive 2* fills in a lot of details while adding a few new mysteries.

Fans of the *Starfinder* universe will want to read *Alien Archive 2* for the new lore and the vivid descriptions of life among the Pact World planets. Those running home games will love the extensive cross-references in the book's appendixes.

And if *Starfinder Society* play is your cup of space tea — well, let's say that the book is a who's who (or maybe a "what's what") of monsters awaiting you in future missions.

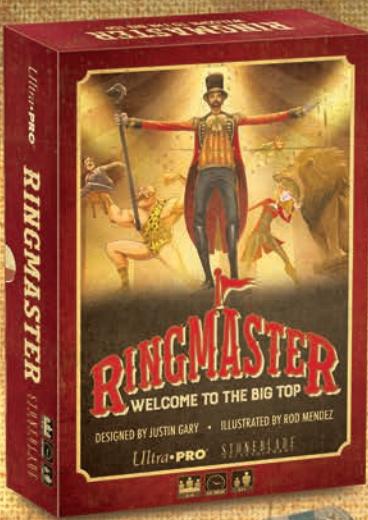
•••

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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STONE BLADE  
ENTERTAINMENT

## DISNEY'S SNOW WHITE AND THE SEVEN DWARFS: A GEMSTONE MINING GAME (USO QZ004494)

From USAopoly, reviewed by Rebecca Kaufeld



8 & Up



3 - 7 Dwarves



45 - 60 Minutes



PI

### ONCE UPON A TIME...

In a faraway land, there lived a princess and her friends, the seven Dwarves. Though folks love to tell of how she found them — deep in the forest, hiding from the evil Queen — and how they rescued her from almost certain death... it doesn't really say what else they did. Turns out, they ate pie.

### HEIGH HO, HEIGH HO!

Okay, they didn't eat pie in the mine. But they did have a lovely princess at home who liked pretty gems, and she made delicious pie. So every day, she gave them a task: go out into the mine, and find the most beautiful rocks they could. And they did!

After a long day's work, all the dwarves returned home. They showed the princess the pretty gems they found, and she was happy! She rewarded them all with pie, and everyone lived... well, you know the rest.

If you've ever wanted to sing the song and find diamonds with the Dwarves, now's your chance! Each player, equipped with their own Mine Cart and hand of cards, will play as one of the seven Dwarves on the hunt for colorful gems. By collecting sets of gems and honoring Snow White's wishes, each Dwarf has the chance to gain the most points... and eat the biggest pie!

### IN THE MIIINE! IN THE MIIIIINE!

It's hard to see, but there's plenty to find! Each gem hides in a small black bag on the table. Every turn, Dwarves have the chance to reach inside and grab a colorful addition to their collection. Most gems are useful — the yellow, red, blue, green, purple and white rocks can be used to create all kinds of combinations to earn pie.

And they're not just useful in groups! Each gem — Topaz, Amethyst, Emerald, Sapphire, Ruby and Diamond — are all worth slices of pie. Topaz is easy to find, so it's only worth one; both Emerald and Sapphire are both more difficult, so they earn three and four slices; after that, points keep climbing until the elusive Diamond, scores eight slices of pie all by itself!

But if that's not enough pie, you can also group gems together for bonuses. For example, three of the same type will double the value of another type of gem. Four of a kind doubles two kinds of gems for an even better score! If your mine gives all kinds of gems, there's also pie for collections of five and six different kinds of gems. Five will receive 8 pie slices, and the set of six will receive an extra 12 points!

### BUT THERE'S MORE THAN GEMS IN THE MINE...

There's trouble, too! You see, everybody wants to eat the most pie. In order to get pie, you need gems... so some dwarves try to take them from other players' carts! This is where your hand of cards comes in; use them to protect your gems... or add to your own gem collection.

Some cards are pretty straightforward: "That's not yours!" allows dwarves to take one gem from another cart and add it to their own, and "Here we go!" mines three gems at once instead of just one. Others, such as "Eureka!" and "Gimme a Hand Here" let them mine more gems (but keep just one!) and even share a pair of gems with another player (to thank them for their help)!



There are other cards, too — taking gems from someone else isn't nice, so Snow White can step in and make them give it back. Another one called "No, It's Break Time", can be used to avoid helping others with the "Gimme a Hand Here" card. And there's still one more called "This Isn't Mine, Either.." which can help with yet another mysterious gem... Obsidian.

### AS DARK AS NIGHT...

Obsidian is the one gem in the mine that isn't helpful. Besides not being pretty enough for Snow White's collection, it's actually a problematic rock: they're not easy to find, but if you do: two chunks of Obsidian, and your day in the mine is over. To avoid such a risk, there's a card called "This Isn't Mine!" which can take one Obsidian out of your cart and place it in someone else's. Be careful, though! If they're holding a "This Isn't Mine Either" you could be seeing it again, a lot faster than you anticipated!

### AND THEY ALL LIVED HAPPILY EVER AFTER

Of course, everyone knows what happened next: after a long day of mining, everyone went home and had pie. There's more to the story, of course — rescuing Snow White, the evil Queen's apple, the handsome Prince Charming... but right now, there are diamonds and pie. Use your gems wisely to make Snow White happy and earn more pie — you'll be a fine Dwarf for sure!

•••

*When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.*



Deduction game based  
on image interpretation

Fast to setup

Easy to understand



There can be  
only one!



## TRASH PANDAS (GWI 252)

From Gamewright, reviewed by Brian Herman



8 &amp; Up



2 - 4 Players



20 Minutes



\$12.00

As a father of two children that are fascinated by math, clever art, and playing games, we have a couple shelves at home packed to the brim with impulse-buy, sub-\$20 pick-up games for ages 10 and under. My children's teachers marvel at how adept the two are at basic math and problem solving in a day's lesson, and I'm usually upfront that we just previously spent a marathon weekend playing various tabletop games in which the learning became fun. Among the various one-off games I've purchased through the years, one company stands out as the most common among our library. Gamewright games has been churning out top notch product for years to the gaming parents/kids crowds, and the latest item in our collection, Trash Pandas, is no exception to this.

In *Trash Pandas*, 2-4 players take on the role of a raccoon foraging houses for food in a "press your luck" style adventure. On your turn, you roll the single 6-sided die included with the game; each of the 6 sides corresponding to a token. Whatever symbol comes up, you then grab for yourself and choose to either stop and cash in your token or keep rolling to acquire more for the turn. If you roll a symbol that's already been rolled this turn, however, you must abandon all your tokens and draw a single card as you escape back to the wilderness to plan your next gathering. If you manage to get what you think is enough tokens, you can stop rolling the die and use your tokens in the order of your choice. Each token's symbol corresponds to a variety of actions, whether it be to grab more cards from the deck, stash cards from your hand away in your score pile, steal another player's cards from their hand, and more depending on the type of tokens you acquired while rolling. If you manage to roll and acquire all 6 tokens individually without repeats, you get to cash them all in, and then take another turn.

The cards in the game are likely my favorite type of mechanic in a game like this. They serve as both "Actions" you can play from your hand as a one-use card for a variety of effects (i.e. force an opponent to keep rolling, block a steal attempt, ignore your last roll and stop rolling, etc.), they also serve as items you "stash" into a separate score pile as above for the eventual end of the game. Each card type is an item a raccoon might find in a trash can (half-eaten pizza, soda cans, fish bones, etc...), and when scoring, the number of each type of item all players have stashed comes into play when tallying up to see who had the biggest haul of the night, so players have to pay attention to not only what they are stashing away, but what their opponents are stashing away as well.

What intrigued me the most about *Trash Pandas* (aside from the art, the cards are incredibly clever) was how deep the theme of "choice" played into the game, as well as how quickly the game balanced itself the more players in any given session. As with any



"press your luck" dice game, you have the choice to stop rolling the dice and cut your losses barring opponent shenanigans.

However, you also have the choice of what to do with all the cards in your hand. Do you play your "Yum Yum" card (Half-eaten chocolate bar) on your opponent's turn to force them to keep rolling, or do you hold onto it to stash on your turn for the endgame? In addition, having the points for cards be dependent on how many of each type each player has stashed creates another layer of strategy that can get deceptively deep in a 3+ player game. It's interesting to me as a parent to see kids play this game and develop their own strategies, whether it be to draw/accumulate cards until they can "shoot the moon" and get 2x turns in a row, or to play more defensively and stash a little bit every turn. As for me, I've spent 3+ turns rolling the same symbol immediately twice in a row while a table of my own offspring laughed at my misfortune, and it's still my highest recommendation for a parent looking for a true gem worthy of the shelf space.

•••

*Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.*



# Legend of the Five Rings

THE CARD GAME

TM

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## Masters of the Court

Learn the true meaning of perfection with *Masters of the Court*, a Crane Clan Pack for *Legend of the Five Rings: The Card Game*! *Masters of the Court* contains 78 new cards (three copies of twenty-five different cards and one copy each of three different cards), with an emphasis on the Crane Clan. This Clan Pack brings dueling to the forefront, presenting new ways to initiate one-on-one battles and offering plenty of rewards for the victor. Look for a new Stronghold that rewards the most skilled duelist, courtiers who overwhelm your opponent with political skill, and so much more in *Masters of the Court*!

L5C18 \$19.95



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**ROOT (LED 01000)**

From Leder Games, reviewed by Thomas Riccardi



10 &amp; Up



2 - 4 Players



60 - 90 Minutes



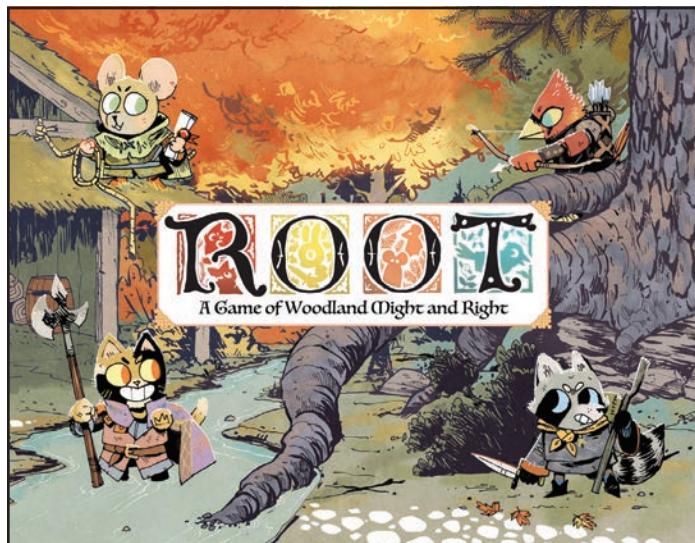
\$60.00

In the sprawling woodlands the Marquis de Cat has seized control over almost all of the land. However, one part of the woods is controlled by the mighty Eyrie as they want to seize control of this land to reclaim their ancient birthright. The Alliance is also trying to wrest control of these lands by gaining support of the locals. And then there is the Vagabond, a lone soul who tries to manipulate the rest of the factions against each other for his own personal gains. This is the world of *Root*, a new boardgame from Leder Games.

When I opened the box, I was surprised by the sheer amount of stuff that was contained therein. First, there is the beautifully illustrated gameboard that reflects both autumn and winter as well as mats for each faction. 56 wooden meeples are included with the game as these will represent the warriors for each faction as well as the lonely vagabond. There are also 98 cards that represent everything from general setup to a shared deck that you will pull from during gameplay. Also included are 93 tokens that represent everything from items, buildings, resources and so on. And all of this is contained in a box that is smaller than some of the bigger game studios!

The way to win the game is to achieve more victory points than the other players; each of the factions has a different way to score victory points. The Marquis de Cat gains victory points by the amount of buildings they create; the more they build the more control they can assert. The Eyrie Dynasties create roots to earn victory points. They also have an advantage as they have leaders. However, this comes with a price. If they cannot resolve a decree their leader is deposed and a new one will have to take its place. The Woodland Alliance tries to rally the support of the people. They earn victory points by gaining the sympathy of the people. The vagabond is a sole entity as this raccoon prowls around the gameboard aiding the various factions that are already in place. While doing so this masked bandit will gain victory points based on the relationships of each faction. The first player to reach thirty victory points wins the game and while this sounds simple it is harder than you think.

Play is divided into three phases per faction: Birdsong, Daylight and Evening. While each of the factions have different setups for what happens during each phase I can say that some of the actions are similar, such as placing resources during Birdsong, moving units or recruiting units during Daylight and drawing / discarding down to five cards at Evening. You can move units from one part



of the kingdom to another provided they are connected by a path. If there are no units in that area you can try to gain control of that area by building resources or subverting the locals. At some point you will want to try and gain control of an area that is inhabited by the enemy and that is where the battle action comes into play. The attacker roles both combat dice and deals the higher damage while the defender takes the lower damage. However, the attacker cannot deal more damage than there are units at a location (for example if an attacker rolls a 4 and there are 2 units, those two units are removed from play). This also gains the attacker victory points during the course of this action which can turn the tide of the game rather quickly.

There is an expansion for this game as well! *Root: The Riverfolk Expansion* doesn't give us another gameboard but instead gives us two new factions as well as an extra vagabond! The new factions are The Lizard Cult and the Riverfolk Company. The Lizard Cult wants to expand their reach across the woodlands by building gardens and also gaining acolytes. These acolytes can be used in a variety of ways from removing an enemy building and placing a garden to removing a warrior from a clearing and placing a lizard cult warrior there. The Riverfolk company sets up on the river as these otters are looking to establish trade posts deep within the woods. These merchants conscript services to others so they can gain warriors to help them control the board. Plus, they are the only faction that can swim along the rivers giving them the edge in the woods. These new factions now raise the player count to six so even more people can take part in the fun!

*Root* is an amazing game to play with great mechanics and unique playstyles to each of the factions involved. To learn more about the game visit <https://ledergames.com/root/> and get ready to rule the wood!

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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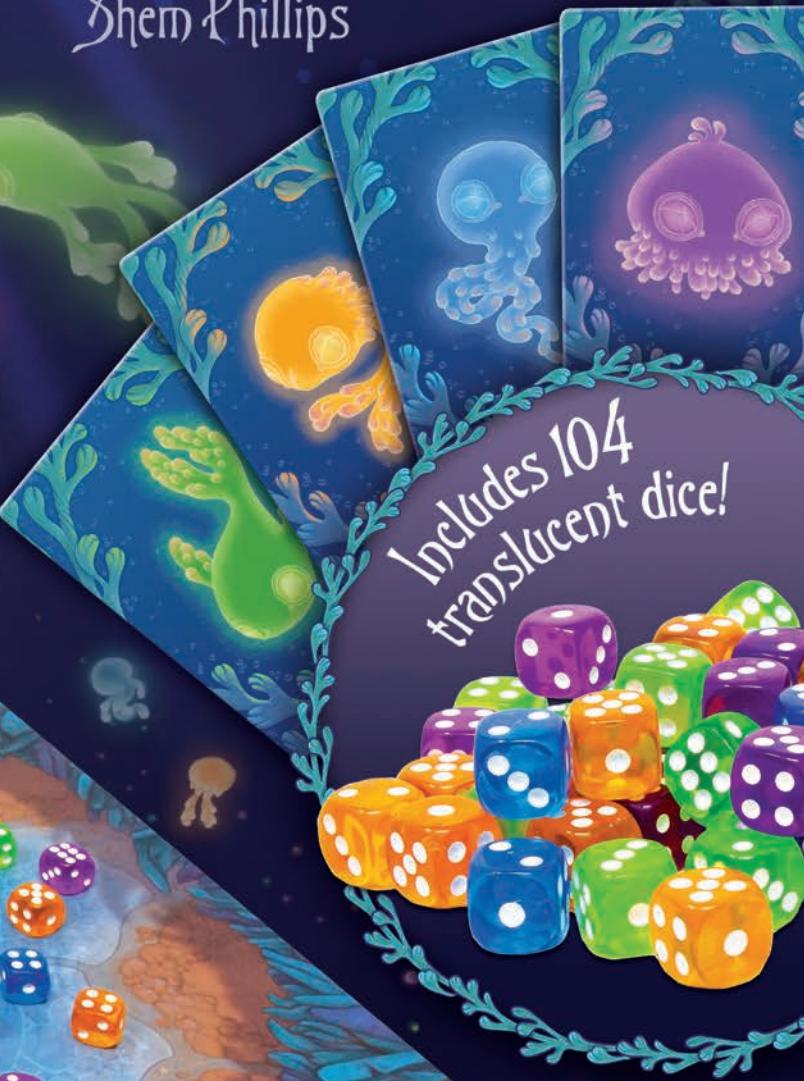
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